

Using Instruction

When teaching someone a skill or a spell or some other subject, a good instructor can improve her pupil's chances of learning—and learning in less time. A character must possess a skill at rating 3 or higher in order to teach it to another. The instructor must also have the skill at a rating that equals or exceeds the rating the pupil wants to achieve.

Teaching requires an Instruction + Charisma Test. For every 2 hits achieved in this test, the student receives an additional die for making the test to learn the skill.

Note that numerous “virtual instructor” programs are now available widely, especially through the Matrix.

TECHNICAL ACTIVE SKILLS

Details on using technical skills follow the skill descriptions.

Aeronautics Mechanic (Logic)

Characters with this skill can repair and maintain aircraft. The proper tools and time are still necessary. See *Using Technical Skills to Build or Repair*, p. 125.

Default: No

Skill Group: Mechanic

Specializations: Aerospace, Fixed Wing, LTA (blimp), Rotary Wing, Tilt Wing, Vector Thrust

Armorer (Logic)

This skill is used to create or repair any weapon or piece of armor for which the character has designs. Armorer also assumes that the character has access to the tools and/or equipment commonly used in that area of expertise.

The character still needs time, tools and materials to build something from scratch. Even a character with a superb level of skill can do little without the proper equipment. If the character is trying to build something new, she also needs theoretical knowledge to design the item, unless someone else provides a detailed blueprint for its construction. For Threshold determination and success results, see *Using Technical Skills to Build or Repair*, p. 125.

Default: Yes

Skill Group: None

Specializations: Armor, Artillery, Explosives, Firearms, Heavy Weapons, Weapon Accessories

Artisan (Intuition)

The Artisan skill represents a number of different creative skills, including singing, painting, and the like. Characters who are well-developed artistically use this skill.

Default: Yes

Skill Group: None

Specializations: Carpentry, Guitars, Painting, Sculpture, Other crafts

Automotive Mechanic (Logic)

The Automotive Mechanic skill is used to repair and maintain ground craft of all kinds. The proper tools and time are still necessary. See *Using Technical Skills to Build or Repair*, p. 125.

Default: No

Skill Group: Mechanic

Specializations: Anthroform, Hover, Tracked, Wheeled

Computer (Logic)

The Computer skill governs the use and understanding of computers and electronic devices, which in the 2070s is just about everything powered by electricity. It does not include knowledge of exploiting or subverting such systems, which is covered by the Hacking (software) or Hardware skills.

Default: Yes

Skill Group: Electronics

Specializations: By program (Analyze, Edit, etc.), by device type (commlink, surveillance, media, etc.)

Cybercombat (Logic)

Cybercombat skill is used to attack other icons in the Matrix, utilizing attack programs and system tricks (see *Cybercombat*, p. 230).

Default: Yes

Skill Group: Cracking

Specializations: By specific opponents (Persona icons, Agents, IC, Living Persona icons, Sprites, etc.)

Cybertechnology (Logic)

Cybertechnology is the ability to create and care for cybernetics and bioware, possessed primarily by inventors, medical professionals and cyberdocs. This skill also includes knowledge about the current state of the field of cybertechnology and the ability to repair damaged cyberware. A proper facility and the right materials are needed to manufacture cyberware—see *Using Technical Skills to Build or Repair*, p. 125.

Default: No

Skill Group: Biotech

Specializations: Bioware, Bodyware, Cyberlimbs, Headware, Nanoware

Data Search (Logic)

This is the character's research ability, their ability to use search engines, databases and other tools to track down information online or in computer storage. Data Search includes the character's ability to refine search parameters as well as her knowledge of lesser known archives and resources. See *Using Data Search Skill*, p. 220.

Default: Yes

Skill Group: Electronics

Specializations: By source (Data Havens, Public Archives, News Indexes, Financial Records, etc), by data type (Corporate, Celebrity Gossip, Street Rumors, Trid Footage, etc.)

Demolitions (Logic)

The Demolitions Skill governs the preparation, measuring, and setting of chemical explosives. See *Explosives*, p. 315.

Default: Yes

Skill Group: None

Specializations: Commercial Explosives, Defusing, Improvised Explosives, Plastic Explosives

