

Electronic Warfare (Logic)

Electronic Warfare is used to disrupt communications in a variety of ways, such as jamming, signal degradation or complete overtaking of control of a target's communication systems. It is also used for encoding and decoding communications. Appropriate equipment is necessary to make use of this skill.

Default: No

Skill Group: Cracking

Specializations: Communications, Encryption, Jamming, Sensor Operations

First Aid (Logic)

The First Aid skill governs basic medicine in a hands-on sense, as a paramedic rather than a physician. This skill provides little knowledge of cybernetics and how they function, and cannot be used to repair them.

Default: Yes

Skill Group: Biotech

Specializations: By type of treatment (Chemical Burns, Combat Wounds, Sports Injuries, Electric Shock, etc.)

Forgery (Agility)

Those who wish to make a copy of a document or other item use Forgery. Most duplicated items are in the form of art or official paper documents. See *Using Forgery*.

Default: Yes

Skill Group: None

Specializations: Counterfeiting, Credstick Forgery, False ID, Image Doctoring, Paper Forgery

Hacking (Logic)

Hacking skill is used to exploit and subvert the programming of computers and electronics, specifically Matrix systems and interactions. For specific uses of the Hacking skill, see *Hacking*, p. 221.

Default: Yes

Skill Group: Cracking

Specializations: By program (Exploit, Sniffer, etc.), by device type (commlink, surveillance, media, etc.)

Hardware (Logic)

This skill governs the creation, repair, and technical manipulation of computers and electronic devices. To create something a plan, the proper materials, and time are still needed. See *Using Technical Skills to Build or Repair*, p. 125.

Default: No

Skill Group: Electronics

Specializations: By specific device (Commlinks, Maglocks, Sensors, etc.)

Industrial Mechanic (Logic)

The Industrial Mechanic skill is used to repair and maintain mechanical devices used in various industries, and teaches a baseline of mechanics ability. The proper tools and time are still necessary. See *Using Technical Skills to Build or Repair*, p. 125.

Default: No

Skill Group: Mechanic

Specializations: Electrical Power Systems, Hydraulics, Robotics, Structural, Welding

Locksmith (Agility)

Locksmith is the art of manipulating, opening, and repairing mechanical locks. See *Using Locksmith*, p. 125.

Default: Yes

Skill Group: None

Specializations: By lock type (Combination, Cylinder, Pin Tumbler, Safe, etc.)

Medicine (Logic)

Medicine is the skill used for more detailed attempts at helping a character medically, beyond what mere First Aid can do. It includes the proper treatment of disease and illnesses as well as wounds. Medicine interacts with cybernetics only when they are being implanted into a body or removed from one. For more information, see *Healing*, p. 242.

Default: No

Skill Group: Biotech

Specializations: Cosmetic Surgery, Extended Care, Implant Surgery, Magical Health, Organ Culture, Trauma Surgery

Nautical Mechanic (Logic)

The Nautical Mechanic skill is used to repair and maintain watercraft 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: Motorboat, Sailboat, Ship, Submarine

Software (Logic)

The Software skill comes into play when a character is writing utilities for use in the Matrix (see *Coding Your Own Programs*, p. 240).

Default: No

Skill Group: Electronics

Specializations: Defensive Utilities, Offensive Utilities, Masking Utilities, Operational Utilities, Special Utilities (specify)

USING FORGERY

Forgery skill may be used for a number of illicit purposes, such as:

- Forging signatures or official seals.
- Forging or doctoring hardcopy ID, permits, or official paperwork.
- Counterfeiting hard currency.
- Making a bogus copy of an existing certified credstick.
- Manufacturing a realistic replica of an existing artwork or item.

To determine how well a forgery stands up to inspection, treat Forgery as an Opposed Test. The character makes a Forgery + Agility Test with appropriate modifiers determined by the gamemaster (see the Build/Repair Table for suggestions). The hits scored serve as a threshold for anyone that later examines the forgery with an Intuition + Perception Test.

