Disguise (Intuition)

When a character wants to take on a false appearance of some kind, she uses the Disguise skill. This is true whether she wants to look like someone else or blend into the background. See *Using Disguise,* p. 118.

Default: Yes
Skill Group: Stealth
Specializations: Camouflage, Cosmetic, Theatrical, Trideo

Diving (Body)

This skill covers all forms of underwater diving, including underwater swimming techniques and the use of SCUBA and other underwater gear.

Default: Yes
Skill Group: None
Specializations: Liquid Breathing Apparatus, Mixed Gas, Oxygen Extraction, SCUBA, By condition (Arctic, Cave, Commercial, Military, etc.)

Escape Artist (Agility)

Escape Artist comes into play whenever a character tries to slip out of bonds or shackles without using brute force. See *Using Escape Artist,* p. 115.

Default: Yes
Skill Group: None
Specializations: By restraint (Ropes, Cuffs, Zip Ties, etc.)

Gymnastics (Agility)

Gymnastics involves acrobatics feats and balance as well as jumping, vaulting, and tumbling. See *Jumping,* p. 116.

Default: Yes
Skill Group: Athletics
Specializations: Balance, Breakfall, Dance, Jumping, Tumbling

Infiltration (Agility)

Infiltration is the skill used when a character wants to sneak around undetected by either other characters or security sensors.

Default: Yes
Skill Group: Stealth
Specializations: Urban, Vehicle, Wilderness, by detection method (Motion Sensors, Pressure Pads, Thermal Imagers, etc.)

Navigation (Intuition)

This skill governs a character's ability to determine directions, read maps, plot a course, and stick to it without getting lost. See *Using Navigation,* p. 116.

Default: Yes
Skill Group: Outdoors
Specializations: Desert, Forest, Jungle, Mountain, Polar, Urban, Other appropriate terrain

Palming (Agility)

Those who have hands quicker than the eye can see use the Palming skill, which is as much about misdirection as it is dexterous motion. This skill is used to conceal small objects about the character or remove them from others without being noticed.

Default: Yes
Skill Group: Stealth
Specializations: Legerdemain, Pickpocket, Shoplifting

Parachuting (Body)

The Parachuting skill is used when a character exits an aircraft or other high area with a parachute and wishes to stop her quick descent.

Default: Yes
Skill Group: None
Specializations: HALO, Low Altitude, Recreational (standard skydiving), Static Line

Perception (Intuition)

Perception is used to determine what a character notices about her surroundings that is abnormal or strange. See *Using Perception,* p. 117.

Default: Yes
Skill Group: None
Specializations: Hearing, Scent, Taste, Touch, Visual

Running (Strength)

The Running skill is used to increase the distance a character can run, as well as determine how well she can pace himself and conserve energy while running. See *Using Running,* p. 117.

Default: Yes
Skill Group: Athletics
Specializations: Long Distance, Sprinting, Urban, Wilderness

Shadowing (Intuition)

Shadowing involves following someone else discreetly without being noticed or ensuring that you are not being followed the same way (see *Using Stealth Skills,* p. 118).

Default: Yes
Skill Group: Stealth
Specializations: Stakeouts, Tail Evasion, Tailing

Survival (Willpower)

This skill governs a character's proficiency in surviving outdoors for an extended period of time. It determines her ability with various camping and survival gear, as well as how well she can scrounge for food and water, create makeshift shelters and adapt to harsh natural conditions. See *Using Survival,* p. 118.

Default: Yes
Skill Group: Outdoors
Specializations: Desert, Forest, Jungle, Mountain, Polar, Urban, Other appropriate terrain

Swimming (Strength)

The Swimming skill is used to increase the distance a character can swim, and also helps determine how much experience she has had with water. See *Using Swimming,* p. 118.

Default: Yes
Skill Group: Athletics
Specializations: Long Distance, Sprinting