

CHARACTER NAME _____

Skills

RANK	Skill Name	Description	Overcome	Create Advantage	Attack	Defend
	Athletics	Jumping, running, swimming, climbing, etc.				
	Burglary	Stealing things and getting into off-limits locations				
	Contacts	Knowing and making connections with people				
	Crafts	Working with machinery				
	Deceive	Lying and misdirecting people				
	Drive	Operating vehicles				
	Empathy	Ability to read a person				
	Fight	Close-quarters combat				
	Investigate	Used to find things out. Uncover facts or information.				
	Lore	Knowledge and education. Flesh out information.				
	Notice	Powers of observation				
	Physique	Raw strength & endurance. Gives add'l physical tracks.				
	Provoke	Getting a negative emotional response.				
	Rapport	Eliciting positive emotions.				
	Resources	Bus fare.				
	Shoot	Ranged weaponry.				
	Stealth	Avoid detection.				
	Will	Mental fortitude. Grants add'l mental stress tracks.				

Legend

- Overcome
- Create Advantage
- Attack
- Defend

Assigning Skills

When assigning ranks remember the skill pyramid—you get one skill at the highest rank (usually +4), then two at the next rank (+3), and so forth.

Superb +5					
Great +4	+4				
Good +3	+3	+3			
Fair +2	+2	+2	+2		
Average +1	+1	+1	+1	+1	