

Master Skill List

Academic Skills (pp. 148-154)

Alchemy
Cryptography
Forensics
Galvanics
History
Hypnosis
Law
Medicine
Natural Science
Occult Lore
Parapsychology (p.66, UnNec)
Psychology
Thanatology
Theology

Basic Skills (pp. 155-161)

Acrobatics
Acting
Appraise
Arts
Concentration
Demolitions
Disguise
Drive Carriage
Etiquette
Gambling
Language
Performance
Photography
Ride
Survival
Swim
Torture
Tracking
Trade

Combat Skills (pp. 161-165)

Archery
Artillery
Melee Weapon
Pistol
Rifle
Thrown Weapon
Unarmed Combat

Criminal Skills (pp. 165-167)

Escapology
Forgery
Lockpicking
Pickpocketing
Safecracking
Shadowing
Streetwise

New Basic Skill: Survival

The unusual but extremely valuable skill of wilderness survival is now commonly encountered only among those few individuals who brave the twisted lands outside the city walls. Explorers charting lands now changed beyond recognition, big-game hunters revelling in the thrill of pitting their prowess against the savage creatures of the hinterlands, scouts, guides, and expeditionary troops are some of the few. Fire, food, water, and shelter are the absolute cornerstones of survival, and it is on the provision of these that this skill is primarily focused. A character can use it to locate sources of natural water and make this water safer to drink or to make solar stills when larger sources of water are not to be found. With this skill, a character can identify wild food, set snares and traps, apply basic tests to identify the likelihood that food is potentially harmful, and safely prepare those which are. Furthermore, he knows how to collect and use hides for makeshift leather bindings, garments, or containers. He can construct a shelter or set a campsite, including starting a fire by various means. This skill also makes it possible for the character to use the impact of locally prevailing winds on the growth of flora and the positions of the stars and sun to roughly navigate. The DR for any given Survival skill roll can vary greatly depending on the task, environment, and tools at the character's disposal. Locating or obtaining freshwater in a temperate area, for example, is relatively straightforward (DR 11), but in arid conditions, this can be much harder (DR 16). Skinning an animal is relatively easy (DR 11). Setting and camouflaging simple traps and snares is also simple enough (DR 11), though there is never any guarantee they will yield results. A skilled survivalist seldom needs to make a roll at all to start a fire, but it can take some time to do if conditions are particularly poor. Identifying and preparing potentially dangerous food is generally a moderate task at worst (DR 11). Navigating using natural markers and the heavens has a typical difficulty (DR 11) but can be rendered hard (DR 16) or even virtually impossible (DR 20+) in poor visibility or inclement weather.

Specialties: Arctic, Desert, Forest, Jungle, Mountain, Navigation, Specific Locale, Trapping

Qualities, Impediments & Afflictions

Social Qualities (pp. 168-174)

Animal Empathy	(2)	
Believed Dead	(3)	
Business	(3-10)	
Church of England Clergy	(2-12)	[p. 67, UnNec]
Connections	(2-6)	
Credentials	(2)	
Creditor	(1-5)	
Criminal Associations	(3)	
Estate <small>(Aristocrat Only)</small>	(6)	
Expressive Eyes	(3)	
Love	(1-6)	
Murder of Crows	(3)	
Patron	(2-6)	
Priest	(2)	[p. 68, UnNec]
Private Anatomy Theatre	(2)	
Private Laboratory	(3)	
Private Library	(2-8)	
Psi Branch Investigator	(5)	[p. 69, UnNec]
Reputation – Street	(3)	
Reputation – Underground	(3)	
Safe House	(4)	
Savings	(1-5)	
Secret Government Agent	(5)	[p. 69, UnNec]
Secret Occult Society Memb.	(3)	[p. 69, UnNec]
Society Membership	(1-6)	
Title <small>(Aristocrat Only)</small>	(2-12)	
Trusted Servant	(3)	
Upper Class	(6)	
Veteran	(2)	
Wealth	(1-10)	

Social Impediments (pp. 175-177)

Criminal Record	(4)	
Debt	(3)	
Disowned <small>(Aristocrat Only)</small>	(4)	
Escaped Mental Patient	(2)	[p. 70, UnNec]
Immigrant	(2)	
Monthly Evaluation	(3)	[p. 69, UnNec]
Nemesis	(2-6)	
Nomad	(3)	
Notoriety	(3)	
Poor	(Variable)	
Secret	(2)	
Thick Accent	(1)	
Unlicensed <small>(Undertaker Only)</small>	(3)	
Unlicensed Psychic	(3)	[p. 70, UnNec]
Wanted	(4)	
Ward	(2)	

Supermundane Qualities (pp. 178)

Bad Tasting	(3)	
Cipher	(3)	[p. 70, UnNec]
Dreamer	(6)	
Dream Sight	(4)	[p. 71, UnNec]
Incorruptible	(6)	
Infectious Personality	(4)	[p. 71, UnNec]
Poison Blood	(3)	
Psi Null	(4)	[p. 71, UnNec]
Quiet	(3)	
Sensitive	(4)	[p. 71, UnNec]
Vampire Lover	(4)	[p. 72, UnNec]

Supermundane Impediments (pp. 179)

Altered States	(4)	[p. 72, UnNec]
Blinded Sight	(2)	[p. 72, UnNec]
Blood Work	(4)	[p. 73, UnNec]
Burns	(5)	[p. 73, UnNec]
Combustible Dreams	(5)	[p. 73, UnNec]
Delirium Tremens	(4)	[p. 73, UnNec]
Dream Bound	(3)	[p. 73, UnNec]
Ghost Lover	(2)	[p. 74, UnNec]
Good Tasting	(4)	
Hands On	(4)	[p. 74, UnNec]
Haunted	(1-7)	[p. 74, UnNec]
Heat Wave	(5)	[p. 75, UnNec]
Hell-bent	(1)	[p. 75, UnNec]
Inconsolable	(4)	[p. 76, UnNec]
Malignity	(3)	
Mental Strain	(5)	[p. 76, UnNec]
Plague-Kissed	(2)	
Phantom Signal	(4)	[p. 76, UnNec]
Psychospasm	(2)	[p. 76, UnNec]
Psychotrope	(2)	[p. 76, UnNec]
Sandman	(2)	[p. 76, UnNec]
Spirit Beacon	(4)	[p. 76, UnNec]
Visible Manifestation	(2)	[p. 77, UnNec]
Waking Dream	(5)	[p. 77, UnNec]
Weird	(3)	[p. 77, UnNec]



Physical Qualities (p. 180)

Able-Bodied	(4)	
Ambidextrous	(4)	
Disease Resistance	(2)	
Gigantism	(5)	
Haunting Beauty	(5)	
Immunity - Smog	(3)	
Immunity - Toxins	(3 or 5)	
Light Sleeper	(3)	
Living Furnace	(2)	[p. 77, UnNec]
Long-Lived	(3)	
Strong Man	(3)	

Physical Impediments (p. 181)

Accelerated Decrepitude	(6)	
Albinism	(6)	
Allergy	(1-5)	
Amputee	(3-5)	
Ashen Breath	(2)	[p. 77, UnNec]
Asthma	(2 or 4)	
Blind	(8)	
Colour Blindness	(1)	
Consumptive	(8)	
Deaf	(5)	
Defects	(2)	
Draw Lightning	(4)	[p. 77, UnNec]
Eidolon	(2)	[p. 78, UnNec]
Entropic Presence	(2)	[p. 78, UnNec]
Evil Eye	(4)	
Fits	(2-4)	
Glass Jaw	(3)	
Haemophilia	(7)	
Haywire	(2)	[p. 78, UnNec]
Internal Light	(2)	[p. 78, UnNec]
Lame	(5)	
Leper	(8)	
Lost Eye	(2)	
Midget	(4)	
Mute	(5)	
Prosthetic - Oraculum	(3)	
Prosthetic - Rattler	(3)	
Prosthetic - Ticker	(5)	
Syphilis	(5)	
Void Marked	(2)	[p. 78, UnNec]
Waking Fits	(3)	[p. 78, UnNec]

Mental Qualities (p. 186)

Emotionally Dead	(2)	[p. 79, UnNec]
Faith	(2)	
Linguist	(4)	
Photographic Memory	(6)	
Resolve	(3)	
Savant	(4)	
Synaesthesia	(3)	
Time Sense	(2)	

Mental Impediments (p. 186)

Amnesia	(1-5)	
Catalyst of Despair	(4)	[p. 79, UnNec]
Cowardice	(3)	
Deep Trance	(2)	[p. 79, UnNec]
Delamayn	(2)	[p. 80, UnNec]
Dim	(5)	
Fastidious	(1)	
Hypersensitive	(7)	
Illiterate	(2)	
Melancholy	(4)	
Night Terrors	(2)	
Reversion	(3)	[p. 80, UnNec]
Sexual Dysfunction	(2)	[p. 80, UnNec]
Sleepwalker	(1)	
Superstition	(1)	
Timeless	(4)	[p. 80, UnNec]
Uncontrollable Temper	(4)	
Weak-Willed	(5)	

Mental Disorders (p. 190)

Agrypnia	(3 or 5)	[p. 81, UnNec]
Catatonia	(4 or 6)	
Delirium	(3 or 5)	
Dementia	(2 or 4)	
Hysterical Blindness	(3 or 5)	
Multiple Personality Disorder	(3 or 5)	[p. 81, UnNec]
Narcolepsy	(2 or 4)	
Necrophilia	(2 or 4)	
Obsessive-Compulsive Disorder	(2 or 4)	
Panic Disorder	(3 or 5)	
Paranoia	(2 or 4)	
Phobic Disorders	(2 or 4)	
Post-Traumatic Stress Disorder	(3 or 5)	
Pyromania	(3 or 5)	[p. 81, UnNec]
Zoophagous Maniac	(2 or 5)	

Corruption Afflictions

Physical (pp. 136-139)

Aura of Deformity, Cursed, Illness, Monstrous, Ravenous (UnNec, p. 62)

Desire (pp. 139-142)

Addiction, Anhedonia, Defiler, Hedonist, Obsession (UnNec, p. 64)

Drive (pp. 142-146)

Consumed, Dissolution, Killer Instinct, Twisted, Craven (UnNec, p. 65)

