

I Want To...

PUNCH/KICK someone. (pp. 370-372)

- *Brawling* for street fighting punches and kicks
- *Boxing* for trained punching
- *Karate* for trained punches/kicks

Most punches use unmodified skill.

Kicks are usually at -2 (and require a DX roll to avoid falling if you miss your attack)

GRAPPLE someone. (pp. 370-372)

- *Judo* for advanced throws/grapples
- *Sumo Wrestling* for grapples/shoves/trips
- *Wrestling* for grapples and pins

SHOOT someone. (pp. 372-374)

Each class of similar ranged weapons fall under a particular skill, things like...

- *Beam Weapons (Pistol, Projector, or Rifle)* for lasers, blasters, etc.
- *Bow/Crossbow* for bows and crossbows
- *Guns (Gyroc, Pistol, Rifle, Shotgun, etc.)*
See p. 199 for full list of specialties
- *Gunner (Beams, Machine Gun, Rockets, etc.)*
See p. 198 for full list of specialties
- *Liquid Projector (Flamethrower, Sprayer, etc.)*
Includes mace/pepper spray. See p. 205

STAB/BASH someone. (pp. 369-370)

Each class of similar melee weapons fall under a particular skill, things like...

- *Axe/Mace, Broadsword, Knife, Rapier, Staff, etc.*

See pp. 208-209 for full list of classes

AVOID an attack. (pp. 374-377; not normal skills)

If attacked, you have three ways to avoid damage:

- *Dodge* to move out of the way
- *Parry* to intercept with a weapon or hand
- *Block* to use your Shield skill and a shield

Note also the *Combat Reflexes* advantage (p. 43) and *Parry Missile Weapons* skill (p. 212)

HEAL someone/something. (pp. 423-425)

- *First-Aid* for bandaging, stopping bleeding, etc.
- *Diagnosis, Physician, and/or Surgery* for more advanced medical care
- *Veterinary* for animals

DRIVE/PILOT/RIDE something.

- *Boating, Driving, Piloting, Riding, or Teamster*

INFLUENCE someone. (p. 359)

- *Carousing* to socialize or party with
- *Diplomacy* to negotiate or persuade calmly
- *Fast-Talk* to confuse or befuddle
- *Interrogation* to question a prisoner
- *Intimidation* to negotiate or persuade hostilely
- *Merchant* to haggle for goods and services
- *Sex Appeal* to "vamp" those attracted to you
- *Streetwise* to interact with sketchy types

KNOW something.

There is a huge variety of knowledge skills! Some of the more common are...

- *Biology, Chemistry, Economics, Geology, History, Research, and other academic skills*
- *Area Knowledge and/or Current Events* for local people, places, and goings-on
- *Merchant* for appraising goods/items
- *Savoir-Faire* for knowing the customs and etiquette of specific groups/subcultures

FIND/NOTICE something. (p. 358)

- *Perception* (trait, p. 16) to notice something in the environment
- *Search* to actively search people, containers, vehicles, etc. for items not in plain sight
- *Observation* to discover tactically significant details about a group or location from a distance
- *Scrounging* to find or improvise useful items
- *Survival* to find food, water, shelter, etc.

HIDE something.

- *Camouflage or Holdout* (p. 200 for modifiers)

FOLLOW someone.

- *Shadowing* to follow through a crowd unnoticed
- *Stealth* to follow an individual quietly and unseen
- *Tracking* to follow by the trail left behind

BREAK IN somewhere.

- *Electronics Repair (Security)* to bypass alarms
- *Forced Entry* to force open doors and windows
- *Lockpicking* to open mechanical locks with no key
- *Traps* to bypass mechanical traps

STEAL something.

- *Filch or Sleight of Hand* to grab items in plain sight
- *Pickpocket* to steal an item from a person's body