

## BODY

### ATHLETICS

A: Run; climb; jump; swim; obstacles; cover distances  
R: Gauge time/distance; regain balance; escape danger  
C: >BOD+Stamina: jog or prolonged swim

### BRAWL

A: Box; kick; throw; pit fight  
R: Quit a brawl; break strangleholds  
C: >PSY+Reaction: disarm

### FORCE

A: Bend/break; kick in doors; show strength (arm wrestling)  
R: Hold someone; push against opposing force (arm wrestling or keeping a door closed)  
C: >PSY+Domination: intimidation by force

### MELEE

A: Use weapons: axe, sword, hammer, club, knife, splay, etc.  
R: Knowledge about weaknesses and properties of various weapons in combat; gauge enemy's combat power  
C: >PSY+Reaction: disarm an enemy

### STAMINA

A: Track; dive; march for hours  
R: Flee; hold your breath; overcome illness, poisoning, weariness; stand guard several nights in a row  
C: >INS+Survival: hound; >BOD+Toughness: forced march

### TOUGHNESS

A: Impress with pain tolerance  
R: Physically regenerate; withstand pain and environmental influences; endure torture  
C: >INS+Survival: facing extreme cold or heat

## CHARISMA

### ARTS

A: Dance; music; paint; tarot; write poetry; tell stories; sculpt  
R: Aesthetic judgments; appraisals  
C: >AGI+Crafting: raise an object's value by embellishing it

### CONDUCT

A: Choose appropriate words; know traditions, rituals, customs – act accordingly  
R: Avoid attention; see/evaluate reactions in cultural context  
C: >CHA+Arts: Choose gift/toll; >CHA+Expression: praise

### EXPRESSION

A: Body language; speak publicly; teach  
R: Give hand signs; read facial expressions  
C: >CHA+Arts: praise someone

### LEADERSHIP

A: Encourage; propagandize; lead groups  
R: Bolster morale; avoid mutinies  
C: >BOD+Melee or >AGI+Projectiles: tactics; >AGI+Navigation: herding

### NEGOTIATION

A: Diplomacy; haggle; persuade; draw up contracts  
R: Retorts; recognize oppressive contracts  
C: >CHA+Expression: maximize profit; >PSY+Deception: sell red dust to Stukov nomads

### SEDUCTION

A: Seduce; flirt; turn tricks; pump others for info  
R: Counter-flirt/flatter; find/counter seductive tricks  
C: >CHA+Expression: fascinate others; >PSY+Domination: persuade others of dependencies

## INSTINCT

### EMPATHY

A: Attune to others; feign friendship; assess/manipulate group dynamics; psychology  
R: See truth behind emotions; guess attitude/disposition  
C: >INT+Medicine: impart salvation; >CHA+Conduct: ingratiate

### ORIENTEERING

A: Find person/thing in wild; draw/read maps; i.d. way markers  
R: Avoid getting lost in dust storm; blind reckoning  
C: >AGI+Navigation: safe maneuver; >BOD+Athletics: explore

### PERCEPTION

A: Find objects, spot hidden things; eavesdrop at doors  
R: Notice sudden events; spot ambushes; hear/smell stalker  
C: >INS+Survival: looking for a haven; >PSY+Reaction: sensing danger; >CHA+Arts: recognizing forgeries

### PRIMAL

A: Rage and intimidate enemies  
R: Squelch rational fears; follow survival instincts in crisis sitch  
C: >INS+Taming: pack pecking orders

### SURVIVAL

A: Hunt; gather; track; eviscerate; build fires; set traps  
R: Sense danger in wilderness (poisons, traps)  
C: >AGI+Crafting: set traps; >INT+Science: knowledge of flora and fauna

### TAMING

A: Calm creatures; mentally strengthen, influence, train them  
R: Show strength to an attacking animal thus unsettling it  
C: >BOD+Force: wrestle down an enemy; >AGI+Navigation: mounted combat, set animals on enemies

## INTELLECT

### ARTIFACT LORE

A: Use, repair and modify artifacts  
R: Identify artifacts; recognize meaning/context; gauge worth  
C: >INT+Engineering: awaken or expand artifacts

### ENGINEERING

A: Understand/manipulate mechanisms; upgrade high-tech  
R: Identify tech; recognize damage/weakness in vehicles, etc  
C: >INT+Legends: reconstruct lost technological processes

### FOCUS

A: Mental strength; meditate, concentrate; overcome doubts  
R: Self-restraint; vanquish fears; slow down breath  
C: >INT+Medicine: complex surgery; >INT+Artifact Lore: repair complex artifacts; >AGI+Projectiles: sharpshooter attack

### LEGENDS

A: Know Cultures/Cults, history, inventions, the Primer, etc.  
R: Gauge chance; evaluate big developments, Cult reactions  
C: >INS+Orienteering: find artifacts; >BOD+Melee: reveal knowl. of great battles; >CHA+Leadership: summon ghost of past; >INT+Artifact lore: recog. workings of known Bygone artifact

### MEDICINE

A: Diagnose/cure; brew medicine; healing herbs; treat wounds  
R: Anticipate illnesses; recognize dangerous substances  
C: >AGI+Dexterity: splint fracture; >INT+Science: know about pharmacy or epigenetics; >INS+Survival: i.d. medical herbs, use natural medicine

### SCIENCE

A: Read/write; know science, math; mix explosives  
R: Uncover logical errors; gauge strength of walls/doors; anticipate chemical reactions  
C: >AGI+Projectiles: assess trajectories, find position of assassin using the bullet hole; >CHA+Expression: knowledge of linguistics/various dialects; >INT+Engineering: structural engineering calculation; >INS+Orienteering: logistics

## PSYCHE

### CUNNING

A: Plan, improvise; distract

R: Recognize advantage; use subterfuge

C: >INS+Orienteering: exploit terrain

### DECEPTION

A: Pretend to be someone else, disguise one's voice/appearance; forge documents/objects

R: Lie; bluff

C: >AGI+Crafting: create forgeries; >CHA+Leadership: pose as leader of unknown group

### DOMINATION

A: Intimidate; torture; terrorize; subjugate

R: Counter influences; implement pecking order

C: >CHA+Expression: roar, battle cry; >INS+Empathy: dig into others' feelings, use them against them, shake faith and will

### FAITH

A: Religious knowl.; preach; inspire; make sacrifices; asceticism

R: Unmask heresy; keep mental strength through power of faith

C: >PSY+Domination: the zealot; >CHA+ Leadership: awaken fanaticism; >INS+Empathy: make peace

### REACTION

A: Take initiative; make quick attacks; surprise others

R: Sixth sense; notice dangers

C: >BOD+Brawl/Melee: surprise attacks, knife game;

>AGI+Projectiles: quickdraw; >AGI+Mobility: escape trap

### WILLPOWER

A: Self-conquest; tenacity; perseverance; austerity

R: Detect superstition; repel manipulation

C: >PSY+Domination: assert will; >BOD+Toughness: overcome Trauma, ignore pain

## AGILITY

### CRAFTING

A: Enhance/repairing gear; cannibalize artifacts; erect defenses

R: Estimate value/condition of things; find building's weak spot

C: >AGI+Dexterity or >CHA+Arts: forge

### DEXTERITY

A: Steal; pick locks w/skeleton keys/wire; tricks (loaded dice, coins, thimblery, gaming, and tarot cards)

R: Keep hands steady; catch throws

C: >AGI+Crafting: create the finest mechanics

### MOBILITY

A: Free run; jump; dodge; acrobatics

R: Escape artist; swim with/against tide of a crowd

C: >BOD+Brawl: free self from clinch, counter stranglehold; >AGI+Stealth: move unseen

### NAVIGATION

A: Ride/handle animal, vehicle; navigate ships; align heavy art'y

R: Gauge braking/acceleration paths; judge condition of vehicle

C: >AGI+Mobility: special maneuvers (e. g. attack/dodge);

>INS+Taming: spur steed to max performance

### PROJECTILES

A: Projectiles use; weapons maintenance

R: Gauge range/characteristics; gauge distance; find cover

C: >AGI+Mobility: precisely throw grenade; >AGI+Navigation: mounted ranged combat; shooting from a moving vehicle

### STEALTH

A: Hide; hide objects; stalk; sneak; camouflage

R: Gauge level of sound; control heartbeat/breath; feign death; duck out of sight

C: >BOD+Brawl/Melee: sneak attack; >PSY+Domination: secretly fan fear and superstition

## NOTES

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