

Horizon: out of the ashes

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Classes v1.0

Skills:

In Horizon: out of the ashes, Characters use Skills to measure their knowledge and training. Each Skill represents a specific action, or area of knowledge and these capabilities can be improved or "ranked up" by spending XP on them. Unranked Skills suffer a -2AP penalty whenever they are used. This demonstrates that the Character has insufficient knowledge or training in that area, making the action quite difficult. Each time a Skill is ranked up however, its potency increases. When using Skills, Characters receive a +1AP bonus to the action for each rank in the Skill used.

Perks:

Perks provide further bonuses to Skills, allowing Characters to emphasise a particular part of their Skill set, but there are several differences between them. Firstly, Perks can enhance multiple Skills simultaneously. Each Perk has a list of Skills that it benefits and every Skill in that list with at least one rank receives the full benefit of the Perk. Perks have no effect on unranked Skills, which still suffer a -2AP penalty as normal. Another significant difference is that Perks do not rank up; instead they apply a fixed +1AP bonus to each Skill they cover, provided those Skills have at least one rank. There is no need to rank a Perk multiple times for it to benefit multiple Skills and Perks cannot be ranked repeatedly for greater benefits. However, +1AP bonuses from multiple Perks affecting the same Skill stack fully.

Classes:

Classes are the roles a Character can take in society, helping to define a Character's legacy as well as their capabilities, from past achievements and present goals to future aspirations. These roles are represented by collections of Skills and Perks; grouped according to their position in society and ranked according to the Character's overall mastery of each Class.

To enter a new Class, a Character first spends the required XP to "buy into" the Basic level of that Class. Once done, the Skills available to the Class may be purchased using further XP. There are limits to the Skill ranks a Character can achieve at each level however; when every currently available Skill has been raised to its limit, the Character may buy into the next level using XP, which may open up new Skills, raise the limits on existing ones, or both. All Classes have three ranks in total; Basic, Advanced and Master and each time a Character completes a given rank, they are granted one Perk from those available to that Class at no additional XP cost. When a Class is completely maxed out, the Character would therefore have a total of 3 Perks from that Class; one for completing each of the three levels. The journey of mastering a Class is a long one, but the higher the rank, the more potent the Skills and Perks become. Though somewhat specialized, the Master of only a single Class can be formidable indeed.

Class List:

Combat Classes:

Agent:

Basic:

Accuracy2 (weapon 1), Conceal1, <SocialA>1, <SocialB>1

Advanced:

Accuracy3 (weapon 1), Melee1, Conceal1, Savvy1, Strategy1, <SocialA>2, <SocialB>2

Master:

Accuracy5 (weapon 1), Melee3, Conceal3, Savvy2, Strategy2, Tactics1, <SocialA>3, <SocialB>3

Perks:

Charmer (+1AP when using <SocialA> or <SocialB>), **Bloodhound** (+1AP when making an Instinct roll for Canny or Savvy), **Intel** (+1AP when making an Intelligence roll for Strategy or Tactics), **Money-shot** (Body-shots deal +1 Damage per AP spent), **Assassin** (Instinct for conceal / stealth)

Bounty Hunter:

Basic:

Accuracy2 (weapon 1), Melee1, Trap Lore1, Strategy1

Advanced:

Accuracy3 (weapon 1), Melee2, Savvy1, Canny1, Heal1, Craft1, Chem Lore1, Trap Lore1

Master:

Accuracy5 (weapon 1), Melee3, Strategy2, Tactics2, Heal2, Craft2, Chem Lore2, Trap lore2

Perks:

Hunter (Attacks with AP damage cause an additional -1AP per hit), **Bloodhound** (Analyze / perception for savvy or Canny), **Chemist** (Perception / Analyze / Craft for Chemicals), **Subjugator** (Melee bonus to Pin / Restrain, - higher difficulties to silence as well as restrain? This bonus would help with that if that's the case), **Trapper** (Perception / Analyze / Craft for traps)

Operator:**Basic:**

Accuracy2 (weapon 1), Strategy1, Sabotage1, Hack-Disrupt1

Advanced:

Accuracy3 (weapon 1), Strategy1, Sabotage2, Disrupt2, Mech Lore1, Tech Lore1, Scrutinize1

Master:

Accuracy5 (weapon 1), Tactics2, Strategy2, Sabotage 3, Disrupt3, Mech Lore 2, Tech Lore2, Scrutinize2

Perks:

Saboteur (Sabotage / Disrupt to disable or destroy structures, mech or tech), **Killer** (attacks to kill), **Gorgon** (Bonus to Scrutinize for detecting subterfuge via either Convince or Disguise), **Guerilla** (Strategy and Tactics to plan or escape ambushes), **Raider** (Strategy and Tactics to bypass defenses)

Mercenary (simple):**Basic:**

Accuracy2 (weapon 1), Strategy1, Tactics1

Advanced:

Accuracy3 (weapon 1), Tactics1, Strategy1, Canny1, Savvy1

Master:

Accuracy5 (weapon 1), Accuracy2 (weapon 2), Melee1 (weapon 1), Tactics1, Strategy1, Canny1, Savvy1

Perks:

None

Support Classes:

Technician:

Basic:

Mechanical Lore1, Technological Lore1, Repair1, Patch1, Craft1

Advanced:

Mechanical Lore2, Technological Lore2, Repair1, Sabotage1, Hack-Restore1, Hack-Disrupt1, Craft2, Scrutinize1

Master:

Mechanical Lore5, Technological Lore5, Repair1, Sabotage1, Patch1, Disrupt1, Craft5, Scrutinize2

Perks:

Enthusiast (Perception, Analyze and social for related Class), **Machinist** (Perception, Analyze, Craft for mech), **Technologist** (Perception, Analyze, Craft for tech), **WhiteHat** (Patch, Repair), **BlackBeard** (Sabotage, Disrupt)

Physician:

Basic:

Bio Lore1, Chem Lore1, Heal1, Neutralize1, Craft1

Advanced:

Biol Lore2, Chem Lore2, Heal1, Harm1, Catalyze1, Neutralize1, Craft2, Convince1

Master:

Bio Lore5, Chem Lore5, Heal1, Harm1, Catalyze1, Neutralize1, Decieve2, Craft5

Perks:

Samaritan (Heal, Neutralize, Catalyze, improvise to increase wellbeing), **Sadist** (Harm, Neutralize, Catalyze, Improvise to reduce wellbeing), **Chemist** (Perception, Analyze, Craft for Chem Lore), **Medic** (Perception, Analyze, Craft for Bio Lore), **Enthusiast** (Social bonuses for related Class)

Engineer:

Basic:

Mech Lore1, Chem Lore1, Repair1, Catalyze1, Craft1

Advanced:

Mech Lore2, Chem Lore2, Repair1, Sabotage1, Catalyze1, Neutralize1, Craft2, Scrutinize1

Master:

Mech Lore5, Chem Lore5, Repair1, Sabotage1, Catalyze1, Neutralize1, Craft5, Scrutinize 2

Perks:

Artisan (Repair, Neutralize and Catalyze to restore or salvage), **Reaver** (Sabotage, Neutralize and Catalyze to damage or destroy), **Machinist** (Perception, Analyze, Craft for Mech), **Chemist** (Perception, Analyze, Craft for Chems), **Enthusiast** (social for related Class)

Salvager (simple):

Basic:

Mech Lore1, Tech Lore1, Chem Lore1, Craft1, Convince1

Advanced:

Mech Lore1, Tech Lore1, Chem Lore1, Craft1, Repair1, Neutralize1, Patch1, Convince1

Master:

Mech Lore 2, Tech Lore2, Chem Lore2, Craft2, Repair1, Neutralize1, Patch1, Convince2

Perks:

None

Specialist Classes:**Thief:****Basic:**

Stealth2, Conceal1, Strategy1, Savvy1

Advanced:

Stealth3, Conceal2, Strategy1, Tactics1, Security Lore1, Savvy1, Convince1, Convince1

Master:

Stealth5, Conceal3, Strategy2, Tactics2, Trade Lore2, Security Lore3, Savvy2, Convince2

Perks:

Houdini (Strategy, Tactics for infiltration and exfiltration), **Ghost** (Stealth, Obscure to resist Canny and Savvy), **Bloodhound** (Analyze, Perception for Canny and Savvy), **Connoisseur** (Analyze, Perception, Social to assess worth or wealth), **Everyman** (Stealth, Conceal when remaining anonymous)

Investigator:

Basic: Forensic Lore, Medical Lore, Scrutinize, Coerce, Convince

Advanced: Forensic Lore2, Medical Lore2, Chemical Lore2, Savvy1, Scrutinize1, Coerce1, Convince1, Heal1

Master: Forensic Lore5, Medical Lore3, Chemical Lore 2, Savvy3, Scrutinize2,

Coerce2, Convince2, Heal1

Perks: Bloodhound (Perception and Analyze for Canny and Savvy), **Chemist** (Perception, Analyze, Craft for Chems), **Medic** (Perception, Analyze, Craft for Medicine), **Interrogator** (Social for extracting information), **Stone-Face** (social for resisting enemy social)

Broker:

Basic:

Trade Lore1, Savvy1, Canny1, <SocialA>1, <SocialB>1

Advanced:

Trade Lore2, Savvy1, Canny1, <SocialA>2, <SocialB>2, Obscure1, Conceal 1, Stealth1

Master:

Trade Lore5, Savvy2, Canny2, <SocialA>3, <SocialB>3, Obscure2, Conceal2, Stealth2

Perks:

Negotiator (Social for arranging exchanges – can be trades, sales, services, one-off actions, favors, etc), **Stone-Face** (Social for resisting enemy Social), **Smuggler** (Obscure and Conceal), **Ghost** (Stealth, Obscure to resist Canny and Savvy), **Connoisseur** (Analyze, Perception, Social to assess worth or wealth)

Thug:

Basic: Savvy, Canny, Coerce, Scrutinize

Advanced: Savvy1, Canny,1 Coerce2, Scrutinize1, Conceal1, Melee1

Master: Savvy2, Canny1, Coerce3, Scrutinize2, Conceal2, Melee2

Perks:

None

Skills List:

Core Skills (intrinsic to every character):

Core Skills represent actions that any Character could reasonably attempt. Most Core skills can have their levels increased if desired, or are used in conjunction with other skills that grant them bonuses in specific situations. For example, Social skills can be ranked up directly by spending XP, while the Analyze skill receives bonuses from any ranks in relevant Lore skills when a test is made, symbolizing that the more a Character knows about a given subject, the more able they are to make good assessments of it. In the absence of added ranks or bonuses from other skills, Core skills are the only skills considered to be "rank 0", meaning they give no bonuses to any action, but they are also not considered Untrained and so do NOT levy a -2AP penalty when attempted.

Analyze – Roll **INTELLIGENCE** dice to assess something or figure something out using available information. Often this takes the form of being able to look at something and know its significance. For example, assessing the value of an object using Trade Lore or using Mech Lore to assess the nature and extent of damage to a piece of hardware. Such results could add bonuses to further actions, given the Character's new knowledge, or even inform the Character of the difficulty rating for a desired action. This could also allow the Character to find something that could not be detected using conventional means using sheer logic, provided there are enough clues elsewhere to point the Character in the right direction. If the Character is unaware of something however, even if the Player suspects -or knows- it is present, such information cannot be used until the Character learns of it. The Perception skill has the job of detecting such things, not Analyze.

Athletics - Roll **AGILITY** dice to attempt a movement or physical activity that is reliant on coordination or dexterity. Roll **STRENGTH** dice to attempt a movement or physical activity that is reliant on physical power or leverage. Roll **VITALITY** dice to attempt a movement or physical activity that is reliant on endurance. The Director may ask for an average of these if more than one is relevant.

Perception – roll **INSTINCT** dice to detect nearby stimulus. This can be hearing someone sneaking up on you or simply noticing something nearby that may be of significance. Perception is used to see, hear, smell, taste or feel something tactile. If something is hidden, leaving no sign to be detected with the senses, Perception will not allow the Character to find it. Solving such puzzles is left instead to Analyze.

<Social Skill> – Roll **RESOLVE** dice to attempt a social action. Each Character selects one of the four Social skills as a Core Skill at Character Generation. Choose from **Coerce**, **Convince**, **Convince** or **Scrutinize**. Only the selected option is considered a Core skill, the rest remain Untrained and still incur the -2AP penalty when used until they are ranked using XP. The function of each Social skill is defined below in the "Social Skills" section.

Combat and Survival Skills:

Accuracy <weapon> – Roll **AGILITY** dice to make an attack with a gun or thrown weapon of the named type, such as Pistol, SMG, or Grenade. In the case of grenades, multiple attack actions can be spent on single grenade throw to represent timing and placement which allow a single explosive to blast multiple targets. One target may be added for each full attack action made, limited by the available number of targets in range, Line of Sight and the Director's discretion. When using this "blast placement" effect, the bonus from Accuracy increases AP available for the TOTAL effect, not per attack action. Note that Accuracy excludes melee or thrown attacks using melee weapons.

Canny - Roll **INSTINCT** dice to search for flora or fauna and track enemies or game while in the wild. Also allows the character to assess their location in the world based on landmarks or scenery and plot the best course to reach another location. Canny is the ability to read the land and trace sign while in wilderness areas and as such, grants no bonus in urban or developed areas.

Melee <weapon> – Roll **STRENGTH** dice to make a melee or thrown attack with a melee weapon of the named type, such as Dirk, Tomohawk or GreatMace. If a weapon is thrown this way, obviously it will need to be retrieved by moving to the location or victim where it came to rest and picking it up. Pickup is a 2AP action. Freeing the weapon from a victim is a 5AP difficulty athletics (STR) test. This also applies to the target themselves, should they wish to remove it.

Savvy - Roll **INSTINCT** dice to track the movements of individuals through a town (IE guessing where someone may have gone if they seem to have disappeared) or assess likely locations of desired objects or individuals in an urban environment – such as making a good guess at where in a given town a black market broker is likely to be found. Also gives the ability to ascertain the Character's own general location, should they be unsure for some reason and determine good routes to reach

objective locations while deliberately passing through or avoiding others. Savvy is the sense of society and people, giving a Character a strong inclination in man-made environments, particularly those with significant population density. In the wilderness however, the ability to read social strata and infrastructure is useless.

Strategy – Roll **INTELLIGENCE** dice for your Character to make an assessment or plan for an intended action. Examples of Strategy in use could be a Character who intends to break into a secure building and wishes to find the best way possible or avoid any dangers which might exist. At varying difficulty levels, different courses of action will be revealed to the Character, or various hazards be made known. Strategy is treated as an Analyze test, meaning that anything the Character is unaware of remains uncertain, although with good ranks in relevant Lore skills, reasonable ability to predict certain things should be possible, at the Director's discretion. Strategy is a thought process requiring time and consideration. To reflect this, Strategy difficulty is normally at least double a standard test, meaning that Extended Actions are usually the most effective way to achieve success.

Tactics - Roll **INTELLIGENCE** dice for the Character to make an assessment of their immediate surroundings and formulate a plan of immediate action for the greatest chance of success or survival. The counterpoint to Strategy, Tactics allows a Character to evaluate their current situation and make an educated guess at the best way to achieve a given objective, be it escape, survival, defeating the enemy or another goal. Tactics cannot be used to make a standing plan as Strategy can, since its logical process depends entirely on current variables being what they are, though it can certainly make the best of a bad situation, should one arise. Examples include, defeating an enemy ambush, remaining undetected in the presence of an unexpectedly large guard presence and so on.

Lore Skills:

Lore skills function differently from other skills, in that they can give bonuses to other skills rather than being used directly. When using Analyze, the AP bonus comes entirely from related Lore skills. At the Director's discretion, this may provide a further bonus to any action taken based on a successful Analyze roll, also based on the Character's level in related Lore. A suggested starting point is: following a successful Analyze test based on a given Lore adding half the rank of the same Lore, rounded up, to any related action using the same Lore. Whether or not Lore is applicable to the action as well as the Analyze is completely at the Director's discretion.

Bio Lore – Roll **INTELLIGENCE** dice. Characters with Bio Lore possess greater knowledge of biology; understanding the nature and processes of life forms. Bio Lore includes knowledge of Humans, plants and animals, what is toxic or nutritious to them and the effects of various substances on the Human body.

Chem Lore – Roll **INTELLIGENCE** dice. The rank in this Skill measures a Character's understanding of Chemistry and to a lesser extent, how those substances react to Human physiology. Without Bio Lore at an equal level however, precise effects are difficult to predict, limiting the assessment to "toxic" or "non-toxic".

Forensic Lore – Roll **INTELLIGENCE** dice. Forensic Lore is a specialized Lore encompassing elements of Bio Lore and Chem Lore, specifically directed at the identification of who, how and why a crime occurs using evidence of biological and chemical matter. Characters possessing this Lore are able to study signs or traces left behind at a site and use these clues to identify who, or what may have been there and possibly why.

Mech Lore – Roll **INTELLIGENCE** dice. This skill indicates how familiar a Character is with mechanical and basic electrical systems. The most notable limitation in this regard is the lack of knowledge pertaining to software or information systems. While it is certainly possible for Mech Lore to allow the sabotage of a highly sophisticated electronic system, it would very much be the, "Hit-it-with-a-hammer" approach, as opposed to hacking or actual data manipulation. Likewise, a Character with this lore could repair a vehicle with electronically regulated components, but not software or an actual computer. If it has a circuitboard or equivalent, it's too advanced.

Security Lore – Roll **INTELLIGENCE** dice. This specialized Lore indicates a Character's awareness of security systems of all types. From basic mechanical locks to highly advanced A.I. Security systems, a Character with this lore should be considered to at least have heard of it, even if they are not familiar with how it works or what it does. This lore is restricted only to security systems, though it does encompass elements of both Mech Lore and Tech Lore, provided it has something to do with security.

Tech Lore – Roll **INTELLIGENCE** dice. Tech Lore represents the Character's knowledge of technological systems in a physical or virtual environment. Possessing Tech Lore would allow a Character to repair a computer, assess server security and both the physical as well as virtual structure of an electronic system.

Trade Lore – Roll **INTELLIGENCE** dice. A Character with Trade Lore has a firm understanding of economics and exchange; being able to navigate the market while finding good deals for themselves while avoiding scams and selling for the best possible price. Trade Lore also indicates a knowledge of the market as a whole,

allowing the Character to assess where certain goods might be found, or the best place to sell others, as well as trade routes and so on.

Trap Lore – Roll **INTELLIGENCE** dice. Characters using Trap Lore have a strong understanding of the specific mechanics, electronics, ergonomics and biology which goes into the construction of traps. This leads the Character into a uniquely broad range, but narrowly focused knowledge of creating, detecting, disarming or avoiding traps of all kinds, be it for man or animal. The more knowledge a Character can gain about their intended target or the location of the trap, the more specialized the trap can be, gaining bonuses for successful Scrutinize or Analyze tests made on the target or environment respectively. The bonus is +2AP for either successful test or +4AP in total if both are made. Crafting traps and placing them are both extended actions. The extended action placement can be bypassed by making a "quick deploy" trap, but the crafting difficulty is raised by +4AP and the Difficulty Threshold of escaping or resisting its effects will be -2AP lower. Traps take many forms, talk with your Director to produce something suitable. When detecting, examining, disarming, or bypassing (trying to get through without disarming) traps, the Character using Trap Lore adds half their ranks in Trap Lore, rounded up, directly to any Perception, Analyze, or Athletics (AGI) test. Athletics (AGI) is used both to get through a trap as well as disarm it.

Social Skills:

Coerce – Roll **RESOLVE** dice. Coercion is a Character's ability to illicit a response through use of force, threats or intimidation. In the right circumstances, it may be possible to gain bonuses to Coerce using weapons, torture or the use of such tools on others nearby. At the Director's discretion, it may even be possible to add normally unrelated Passives to a Coerce roll, representing that the Character's brawn is indescribably ominous, their evil genius is terrifying in its depravity and so on. In these cases, adding half of the Character's relevant Passive rank, rounding up is a suggested starting point. Only the Director may allow the use of such bonuses, however.

Convince – Roll **RESOLVE** dice. Convincing is the art of playing on a target's emotions or context to satisfy them of an assertion without proof. Should the target find reason to investigate a falsehood, they may well discover any deception, but often individuals will simply believe a statement or assertion, as long as it seems reasonable or believable. For example, running into a store and shouting for help because "Someone is hurt!", might lead a simple-minded sales person away from

the cash drawer while the Character makes off with the contents, but a wiser individual may refuse to leave it unattended or at least lock it up before moving to help. In the world of Horizon, it is quite believable that someone could be hurt and a convincing display of concern on the part of the Character could be enough to make the target follow suit, but this doesn't mean people will walk blindly into a trap. Con-artisty in general is heavily reliant on Convincing.

Reason – Roll **RESOLVE** dice. A Character uses the Reason skill to influence others through the use of logic or common sense. When using Reason, it is necessary to have some form of empirical evidence or common knowledge supporting the Character's assertions. If this is used to illicit action in others, it may also be necessary to demonstrate why the target would wish to cooperate, at the Director's discretion. The logic can be as twisted or corrupt as desired, but still has to make some kind of sense. Bribery is an acceptable example, but convincing a target through logic alone that it is in their best interest to cooperate will often depend on context. If a Player can make a reasonable case for something, generally the Director should allow the roll to be made. A success represents the target coming to accept the value of a suggestion, so unlike Coerce or Convince, they may be quite likely to defend their position to others, once they realise its merit.

Scrutinize Roll **RESOLVE** dice. Scrutinize is the Characters ability to detect or resist Coercion, Convincing and Deception. It can also be used to assess the motives, nature or disposition of an individual. This can be useful to generally tell if a person is, "up to something" or if something may not be what it seems. Where Analyze creates useful information based on raw stimulus, Scrutinize mixes a similar process with the Human element, giving the Character insight into the target's nature or emotional circumstances. This is especially useful if the Character wishes to Coerce, Convince or Deceive the target but is unsure which will be most effective.

Disguise – Roll **RESOLVE** dice. A Character with the Disguise skill possesses the capability of dressing and behaving convincingly like another member of society. From a distance, this skill alone is needed, though if the Character wishes to capitalize fully on the nature of their disguise, other social skills are recommended, as any interaction with another person on the basis of their disguise requires a Deceive test for each person to be convinced of the disguise.

Specialist Skills:

Chem Catalyze – Roll **INTELLIGENCE** dice. Chem Catalyze allows the Character to

increase the effect of a chemical or reactive process. This can be to the benefit or detriment of involved parties, such as increasing the potency of a poison or increasing the effect of a healing agent. For each multiple of the Difficulty Threshold reached in a single attempt, the effect is multiplied accordingly, for example catalyzing a poison and reaching double the Difficulty Rating would triple the effect of the toxin. The Difficulty Rating is equal to the AP spent to create the chemical, meaning more advanced chemicals are more difficult to influence. Only full multiples apply.

Chem Neutralize – Roll **INTELLIGENCE** dice. Chem Neutralize allows the Character to reduce the effect of a chemical or reactive process. This can be to the benefit or detriment of involved parties, such as reducing the potency of a poison or reducing the effect of a healing agent. For each multiple of the Difficulty Threshold reached, the effect is halved, for example Neutralizing a poison and reaching double the Difficulty Rating would completely neutralize the toxin. The Difficulty Rating is equal to the AP spent to create the chemical, meaning more advanced chemicals are more difficult to influence. Only full multiples apply.

Craft – Roll **AGILITY** dice. Craft represents the Character's ability to create a desired object or substance from materials or other resources. Craft cannot be used without an associated Lore skill pertaining to the desired result. When crafting, add the relevant Lore ranks to the Character's rank in Craft. Craft is always an extended action and the Difficulty Rating depends entirely on the desired result as well as the Director's discretion.

Heal – Roll **INTELLIGENCE** dice. With the Heal skill, a Character may perform in a medical capacity to repair wounds and restore Health to other parties in the world. Wounds have a Difficulty Rating of Triple the target's Toughness rank to fully repair. (since this is the damage threshold required to cause a wound). Heal can also upgrade a target's natural healing with the same effect as gaining +1Toughness. The basic Difficulty Rating is $3AP + \text{target's Toughness}$. However, Each multiple of the target's Toughness reached after the initial success increases natural healing by an additional +1Toughness. For example, if a target has Toughness 2, the basic Difficulty Rating would be $3+2=5$. For each additional 2 above that amount, natural healing rate will increase by an additional +1Toughness. Note that Heal upgrades natural healing only; total hitpoints do not increase as they would with a normal Toughness bonus. This effect lasts 3 days.

Harm – Roll **INTELLIGENCE** dice. With the harm skill, a Character may damage a target's own body to the effect of crippling or even slowly killing them. To cause a wound has a difficulty rating of triple the target's Toughness. Once wounded, the target suffers all the normal disadvantages according to the wound caused. (a

crippled leg levies halved movement, crippled arms cause -3AP on any action requiring power or dexterity with the wounded arm. The Harm skill also allows the Character to cause damaging internal effects. At a difficulty rating of 3AP + target's Toughness, the Character can neutralize the target's natural healing and instead drain their Health by their normal healing rate. For each multiple of the target's Toughness beyond the initial success, the drain rate increases as though the target had +1Toughness which is automatically inverted to drain the target instead of healing them. The target's Max Health does not increase with the Toughness bonus, only increasing the health drain as the inverse of the natural healing rate it would normally provide.

Mech Repair – Roll **AGILITY** dice. This skill enables the Character to restore integrity or functionality to a mechanical device, or simple electronics. If it has a circuit board, it's too advanced. Any given repair will have a difficulty rating set by the Director. If a piece of hardware has been Sabotaged, the difficulty rating will be equal to the AP spent to sabotage it. Partial success may restore a portion of any lost Durability on the item in question at the Director's discretion. For more complex machines, full repair will often be necessary for the device to function again. Also includes the ability to pick locks.

Mech Sabotage – Roll **AGILITY** dice. The counterpoint to Repair, Sabotage allows a Character to damage or undermine the functionality of a device or simple electronics. If it has a circuit board, it's too advanced. Depending on the desired effect and the complexity of the hardware, a difficulty rating will be set by the Director. Results can range from a fault which is easy to overlook, but could have catastrophic results in time, to damage that makes a device immediately inoperable. The more extensive and immediate the damage, the more obvious it will be. Extra difficulty can be undertaken to produce a given effect and make it more subtle. This may be important, as another party with Mech Lore will gain bonuses to detect and diagnose the fault. Also includes lock-picking.

Tech Disrupt – Roll **INTELLIGENCE** dice. This skill allows the Character to hack into a system with the intention of damaging its operation, corrupting its data, planting a virus or otherwise interrupting its normal function. This includes the copying or stealing of information, tracing the activities of other network users, data-mining, disabling security systems or firewalls and so on. Each given action will have a difficulty rating assigned to it by the Director, depending on the complexity of the system, its security and so on.

Tech Restore – Roll **INTELLIGENCE** dice. The opposite of Disrupt, Restore allows a Character to diagnose and repair damage to a system, healing damaged functions and rehabilitating, or even improving upon, normal operations. This ability can

restore broken down systems to functionality, secure a system against intrusion or install tracer programs that will track anyone who enters the system without permission. Also allows the Character to track the actions of anyone who damaged the system, where further damage may lie and how the system came to be compromised.

Stealth Skills:

Conceal – Roll **INSTINCT** dice. Conceal represents the Character's ability to hide objects of any kind on their person, in addition to filching, palming or pick-pocketing objects. Conceal can also be used on rolls made to perform sleight-of-hand magic tricks. A successful roll creates a Difficulty Threshold for any Perception test made to detect such things. Analyze may also be rolled, depending on the situation, I.E. Nothing can actually be seen visibly, but the Character is limping oddly and not bending their back, indicating that something may be hidden in their coat.

Obscure – Roll **INSTINCT** dice. Obscure is the art of hiding objects so they will not be found or recognized by others. This can take the form of hiding the object completely, for example stowing it in a secret space behind a panel in a car, or it could be hiding an object in plain sight, such as leaving a stolen object on obvious display in the Character's own home, but changing some of its characteristics slightly, leading any who might see it to believe it is not the object they are looking for. A successful roll creates a Difficulty Threshold for any Perception test made to penetrate the subterfuge. Analyze may also be rolled, depending on the situation.

Stealth – Roll **INSTINCT** dice. Stealth is the skill used by a Character to hide themselves or to remain unnoticed during other activities, such as breaking into houses and stealing things. The skill should be assumed to take into account anything the Character has active control over, such as how visible they are or how much sound they make. This skill does NOT reduce heat signatures, suppress electrical activity or muffle the sound of gunshots. A successful roll creates a Difficulty Threshold for any Perception test made to detect the Character directly. Analyze may also be rolled, depending on the situation

