

New Skills

- **Complete List of Official Skills**

Covering the following books: [Australia](#), [Canada](#), [Coalition Navy](#), [Coalition War Campaign](#), [Conversion Book \(One\)](#), [Japan](#), [Juicer Uprising](#), [Manhunter](#), [Mercenaries](#), [Mutants in Orbit](#), [New West](#), [Phase World](#), [RIFTS](#), [Rifter #3](#), [Triax and the NGR](#), [Underseas](#), and [Warlords of Russia](#)

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- **New Skills**

- General:
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- Science:
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Communication Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Cryptography	25% + 5%	Literacy	No	<u>RIFTS</u> , pg. 25
Electronic Countermeasures	30% + 5%	Radio: Basic	No	<u>Coalition War Campaign</u> , pg. 60 <u>Japan</u> , pg. 187 <u>Warlords of Russia</u> , pg. 191
Laser	30% + 5%	Radio: Basic, Electrical Engineer, Computer Operation	No	<u>RIFTS</u> , pg. 25
Optic Systems	30% + 5%		Yes	<u>RIFTS</u> , pg. 25
Radio: Basic	45% + 5%		Yes	<u>RIFTS</u> , pg. 25
Radio: Deep Space	45% + 5%	Radio: Basic	Yes	<u>Manhunter</u> , pg. 62
Radio: Scramblers	35% + 5%	Radio: Basic	No	<u>RIFTS</u> , pg. 25
Read Sensory Equipment	30% + 5%	Literacy	No	<u>RIFTS</u> , pg. 30
Surveillance Systems	30% + 5%	Electronics: Basic or Electrical Engineer, Computer Operation, Literacy	No	<u>RIFTS</u> , pg. 25
TV/Video	25% + 5%		Yes	<u>RIFTS</u> , pg. 25

Cowboy Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Branding	50% + 5%		Yes	<u>Australia</u> , pg. 153 <u>New West</u> , pg. 71
Breaking/Training Wild Horses	20% + 5%		Yes	<u>Australia</u> , pg. 153 <u>New West</u> , pg. 71
Herding Cattle	30% + 5%		Yes	<u>Australia</u> , pg. 153 <u>New West</u> , pg. 71
Horsemanship: Cowboy	66/50% + 3%		Yes	<u>Australia</u> , pp. 156 - 157 <u>New West</u> , pp. 72 - 74
Horsemanship: Exotic	30/20% + 5%		Yes	<u>Australia</u> , pp. 156 - 157 <u>New West</u> , pp. 72 - 74
Lore: Animals	30% + 5%		Yes	<u>Australia</u> , pg. 158 <u>New West</u> , pg. 79 <u>Warlords of Russia</u> , pg. 198
Lore: Indians/Aborigines	25% + 5%		Yes	<u>Australia</u> , pg. 158 <u>New West</u> , pg. 79
Roping	20% + 5%		Yes	<u>Australia</u> , pp. 153 - 154 <u>New West</u> , pg. 71
Trick Riding	N/A	Horsemanship	Yes	<u>Australia</u> , pg. 154 <u>New West</u> , pp. 71 - 72
Whittling & Sculpting	30% + 5%		Yes	<u>Australia</u> , pg. 154 <u>New West</u> , pg. 79 <u>Warlords of Russia</u> , pg. 199

Domestic Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Bonsai	50% + 4%		Yes	<u>Japan</u> , pg. 187
Brewing	25/30% + 5%		Yes	<u>Australia</u> , pg. 155 <u>New West</u> , pg. 74 <u>Warlords of Russia</u> , pg. 192
Calligraphy	35% + 5%		Yes	<u>Japan</u> , pg. 187
Cook	35% + 5%		Yes	<u>RIFTS</u> , pg. 25
Corroboree	30% + 4%		Yes	<u>Australia</u> , pg. 154
Dance	30% + 5%		Yes	<u>RIFTS</u> , pg. 25
Fishing	40% + 5%		Yes	<u>RIFTS</u> , pg. 25
Floral Arrangement	30% + 3%		Yes	<u>Japan</u> , pg. 187
Gardening	34% + 4%		Yes	<u>Japan</u> , pg. 187
Go	30% + 5%		Yes	<u>Japan</u> , pg. 187
Play Musical Instrument	35% + 5%		Yes	<u>Australia</u> , pg. 154 <u>RIFTS</u> , pg. 25
Poetry	35% + 5%		Yes	<u>Japan</u> , pg. 187
Recycle	30% + 5%		Yes	<u>Mutants in Orbit</u> , pg. 17
Rock Painting & Engraving	36% + 4%		Yes	<u>Australia</u> , pg. 154
Sewing	40% + 5%		Yes	<u>RIFTS</u> , pg. 25
Sing	35% + 5%		Yes	<u>RIFTS</u> , pg. 25
Whittling & Sculpting	30% + 5%		Yes	<u>Australia</u> , pg. 154 <u>New West</u> , pg. 79 <u>Warlords of Russia</u> , pg. 199

Electrical Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Computer Repair	25% + 5%		No	<u>RIFTS</u> , pg. 25
Electricity Generation	50% + 5%		No	<u>Mutants in Orbit</u> , pg. 16
Electronics: Basic	30% + 5%		Yes	<u>RIFTS</u> , pg. 25
Electrical Engineer	30% + 5%	Mathematics: Advanced, Literacy	No	<u>RIFTS</u> , pp. 25 - 26
Robot Electronics	30% + 5%	Electrical Engineer, Computer Programming	No	<u>RIFTS</u> , pg. 26

Espionage Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Concealment	20% + 4%		Yes	<u>RIFTS</u> , pg. 30
Detect Ambush	30% + 5%		No	<u>RIFTS</u> , pg. 26
Detect Concealment	25% + 5%		No	<u>RIFTS</u> , pg. 26
Disguise	25% + 5%		No	<u>RIFTS</u> , pg. 26
Escape Artist	30% + 5%		No	<u>RIFTS</u> , pg. 26
Forgery	20% + 5%		No	<u>RIFTS</u> , pg. 26
Imitate Voices & Impersonation	36/16% + 4% 16/12/10% + 4%		No	<u>Coalition War Campaign</u> , pg. 60 <u>Japan</u> , pg. 188 <u>New West</u> , pg. 71 <u>Warlords of Russia</u> , pg. 191
Intelligence	32% + 4%		No	<u>RIFTS</u> , pg. 26
Interrogation Techniques	20% + 5%		No	<u>Coalition War Campaign</u> , pp. 60 - 61 <u>Juicer Uprising</u> , pg. 65 <u>Manhunter</u> , pg. 62 <u>New West</u> , pg. 71 <u>Warlords of Russia</u> , pg. 192
Pick Locks	30% + 5%		Yes	<u>RIFTS</u> , pg. 26
Pick Pockers	25% + 5%		Yes	<u>RIFTS</u> , pg. 26
Prowl	25% + 5%		Yes	<u>RIFTS</u> , pg. 31
Sniper	N/A		No	<u>RIFTS</u> , pg. 26
Tracking	25% + 5%		No	<u>RIFTS</u> , pg. 26
Wilderness Survival	30% + 5%		Yes	<u>RIFTS</u> , pg. 26

Mechanical Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Aircraft Mechanics	25% + 5%		No	<u>RIFTS</u> , pg. 26
Armorer	40% + 5%		No	<u>Coalition War Campaign</u> , pg. 61 <u>Japan</u> , pg. 188 <u>New West</u> , pg. 74 <u>Warlords of Russia</u> , pg. 192
Automotive Mechanics	25% + 5%		Yes	<u>RIFTS</u> , pg. 27
Bioware Mechanics	30% + 5%		No	<u>Mutants in Orbit</u> , pg. 15
Cybernetics: Basic	25% + 5%	Mechanical Engineer, Mathematics: Advanced	No	<u>Rifter #3</u> , pg. 111
Locksmith	25% + 5%	Electronics: Basic or Electrical Engineer	No	<u>RIFTS</u> , pg. 27

Mechanics: Basic	30% + 5%		Yes	<u>Australia</u> , pg. 155 <u>Coalition War Campaign</u> , pg. 61 <u>Japan</u> , pg. 188 <u>New West</u> , pg. 74 <u>Triax and the NGR</u> , pg. 155 <u>Warlords of Russia</u> , pg. 192
Mechanical Engineer	25% + 5%	Mathematics: Basic or Mathematics: Advanced, Electronics: Basic or Electrical Engineer, Literacy	No	<u>RIFTS</u> , pg. 27
Oxygen Systems	58% + 4%	Mechanical Engineer	No	<u>Mutants in Orbit</u> , pg. 16
Robot Mechanics	20% + 5%	Mechanical Engineer	No	<u>RIFTS</u> , pg. 27
Spaceship Mechanics	22% + 5%	Astrophysics, Electrical Engineer, Mechanical Engineer	No	<u>Manhunter</u> , pg. 63 <u>Phase World</u> , pg. 150
Submersible Vehicle Mechanics	25% + 5%	Mechanical Engineer	No	<u>Coalition Navy</u> , pg. 27 <u>Underseas</u> , pg. 210
Vehicle Armorer	30% + 5%		No	<u>Australia</u> , pg. 155
Weapons Engineer	25% + 5%	Mechanical Engineer	No	<u>RIFTS</u> , pg. 27

Medical Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Animal Husbandry	35% + 5%		No	<u>Australia</u> , pg. 155 <u>New West</u> , pg. 74 <u>Warlords of Russia</u> , pg. 192
Criminal Sciences & Forensics	35% + 5%	Biology, Chemistry: Analytical, Mathematics: Advanced, Literacy	No	<u>RIFTS</u> , pg. 27
Doctor of Veterinary Medicine	60/50% + 5%	Pathology, Mathematics: Basic or Mathematics: Advanced	No	<u>Manhunter</u> , pg. 63
Field Surgery	16% + 4%	Paramedic or Medical Doctor	No	<u>Coalition War Campaign</u> , pg. 61 <u>Warlords of Russia</u> , pg. 192
First Aid	45% + 5%		Yes	<u>RIFTS</u> , pg. 27
Holistic Medicine	20% + 5%		Yes, counts as two skills	<u>RIFTS</u> , pg. 27
Sea Holistic Medicine	20% + 5%		Yes, counts as two skills	<u>Coalition Navy</u> , pg. 27 <u>Underseas</u> , pg. 210
Juicer Technology	40% + 5%		No	<u>Juicer Uprising</u> , pg. 65
Medical Doctor	60/50% + 5%	Pathology, Mathematics: Basic or Mathematics: Advanced	Hell No	<u>RIFTS</u> , pp. 27 - 28
M.D. in Cybernetics	40/60% + 5%	Pathology, Mathematics: Basic or Mathematics: Advanced	No	<u>RIFTS</u> , pg. 28
Paramedic	40% + 5%		Yes, counts as two skills	<u>RIFTS</u> , pg. 27
Pathology	40% + 5%	Biology, Chemistry, Literacy	No	<u>RIFTS</u> , pg. 28

Military Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Armorer	40% + 5%		No	<u>Coalition War Campaign</u> , pg. 61 <u>Japan</u> , pg. 188 <u>Warlords of Russia</u> , pg. 192
Camouflage	20% + 5%		No	<u>Australia</u> , pg. 155 <u>Coalition War Campaign</u> , pg. 61 <u>Japan</u> , pg. 188 <u>New West</u> , pg. 74 <u>Warlords of Russia</u> , pg. 192
Combat Driving	N/A		Yes	<u>Australia</u> , pg. 157
Defense Systems	30% + 5%		No	<u>Mutants in Orbit</u> , pg. 16
Demolitions	60% + 3%		No	<u>RIFTS</u> , pg. 28
Demolitions Disposal	60% + 3%		No	<u>RIFTS</u> , pg. 28
Demolitions: Underwater	56% + 4%		No	<u>Coalition Navy</u> , pp. 27 - 28 <u>Coalition War Campaign</u> , pg. 65 <u>New West</u> , pg. 77 <u>Underseas</u> , pg. 210 <u>Warlords of Russia</u> , pg. 195
Find Contraband, Weapons, & Cybernetics	26% + 4%		No	<u>Australia</u> , pg. 155 <u>Coalition War Campaign</u> , pg. 61 <u>Japan</u> , pg. 188 <u>New West</u> , pg. 74 <u>Warlords of Russia</u> , pp. 192 - 193
Fortification	30% + 5%		No	<u>Australia</u> , pp. 155 - 156 <u>Coalition War Campaign</u> , pp. 61 - 62 <u>New West</u> , pg. 74 <u>Warlords of Russia</u> , pg. 193
Military Etiquette	35% + 5%		No	<u>Australia</u> , pg. 155 <u>Coalition War Campaign</u> , pg. 61 <u>New West</u> , pg. 74 <u>Warlords of Russia</u> , pg. 193
Naval Tactics	30% + 5%		No	<u>Rifter #3</u> , pg. 111
Nuclear, Biological, & Chemical Warfare	35% + 5%		No	<u>Coalition War Campaign</u> , pg. 62 <u>Japan</u> , pg. 188 <u>New West</u> , pg. 74 <u>Warlords of Russia</u> , pg. 193
Parachuting	40% + 5%		No	<u>Coalition War Campaign</u> , pg. 62 <u>Japan</u> , pg. 188
Recognize Weapon Quality	25% + 5%		No	<u>Australia</u> , pg. 156 <u>Coalition War Campaign</u> , pg. 62 <u>New West</u> , pg. 77 <u>Warlords of Russia</u> , pg. 193
Ship Combat: Basic	25% + 5%		No	<u>Mutants in Orbit</u> , pg. 17
Ship Combat: Advanced	N/A		No	<u>Manhunter</u> , pg. 63
Trap Construction	20% + 4%		No	<u>Coalition War Campaign</u> , pp. 62 - 65 <u>New West</u> , pp. 75 - 77 <u>Warlords of Russia</u> , pp. 193 - 195
Trap/Mine Detection	20% + 5%		No	<u>Coalition War Campaign</u> , pg. 65 <u>New West</u> , pg. 7 <u>Warlords of Russia</u> , pg. 195

Weapons Armorer	40% + 5%		No	Australia, pg. 156
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Physical Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Hand to Hand: Basic	N/A		Yes	<u>RIFTS</u> , pg. 28
Hand to Hand: Expert	N/A		Varies by O.C.C.	<u>RIFTS</u> , pg. 28
Hand to Hand: Martial Arts	N/A		Varies by O.C.C.	<u>RIFTS</u> , pg. 28
Hand to Hand: Assassin	N/A		Varies by O.C.C.	<u>RIFTS</u> , pg. 28
Hand to Hand: Gravity, Basic	N/A	Six months in a gravity environment	Yes	<u>Mutants in Orbit</u> , pg. 15
Hand to Hand: Gravity, Advanced	N/A	Six months in a gravity environment	Varies by O.C.C.	<u>Mutants in Orbit</u> , pg. 15
Hand to Hand: Zero Gravity, Basic	N/A	Six months in a gravity environment	Yes	<u>Manhunter</u> , pg. 63 <u>Mutants in Orbit</u> , pg. 15
Hand to Hand: Zero Gravity, Advanced	N/A	Six months in a gravity environment	Varies by O.C.C.	<u>Manhunter</u> , pg. 63 <u>Mutants in Orbit</u> , pg. 15
Hand to Hand: Commando	N/A	Limited by O.C.C.	No	<u>Coalition War Campaign</u> , pg. 72 - 73
Acrobatics	N/A		No	<u>RIFTS</u> , pg. 28
Athletics (general)	N/A		Yes	<u>RIFTS</u> , pg. 28
Body Building & Weight Lifting	N/A		Yes	<u>RIFTS</u> , pg. 28
Boxing	N/A		No	<u>RIFTS</u> , pg. 28
Climbling	30% + 5%		Yes	<u>RIFTS</u> , pg. 29
Deadball	N/A		No	<u>Juicer Uprising</u> , pg. 65
Gymnastics	N/A		No	<u>RIFTS</u> , pg. 29
Ice Skating	35% + 5%		Varies by type	<u>Canada</u> , pg. 36
Juicer Football	32% + 4%		No	<u>Juicer Uprising</u> , pg. 65
Murderthon	N/A		No	<u>Juicer Uprising</u> , pg. 65
Oxygen Conservation	30% + 5%		Yes	<u>Mutants in Orbit</u> , pg. 16
Prowl	25% + 5%		Yes	<u>RIFTS</u> , pg. 29
Running	N/A		Yes	<u>RIFTS</u> , pg. 29
Skiing	40% + 5%		Varies	<u>Canada</u> , pp. 36 - 37
Swimming	50% + 5%		Yes	<u>Coalition Navy</u> , pg. 28 <u>Coalition War Campaign</u> , pg. 65 <u>RIFTS</u> , pg. 29 <u>Underseas</u> , pp. 210 - 211 <u>Warlords of Russia</u> , pg. 201
S.C.U.B.A.	50% + 5%	Swimming	Yes	<u>RIFTS</u> , pg. 29
Vacuum Survival	P.E. + 20 seconds, +5 seconds		Yes	<u>Mutants in Orbit</u> , pg. 17
Wrestling	N/A		No	<u>RIFTS</u> , pg. 29
Zero Gravity Movement	P.P. x 5% + 4%		Yes	<u>Phase World</u> , pg. 150

Pilot Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Airplane	50% + 4%		Yes	<u>RIFTS</u> , pg. 29
Automobile	60% + 2%		Yes	<u>RIFTS</u> , pg. 29
Bicycling	44% + 4%		Yes	<u>Australia</u> , pg. 157
Boat: Sail	60% + 5%		Yes	<u>RIFTS</u> , pg. 29
Boat: Motar & Hydrofoils	55% + 5%		Yes	<u>RIFTS</u> , pg. 29
Boat: Ships	45% + 5% 44% + 4%		Yes	<u>RIFTS</u> , pg. 29
Combat Driving	N/A		Yes	<u>Australia</u> , pg. 157
Combat Pod	40% + 4%		No	<u>Mercenaries</u> , pg. 30
Contragravity or AntiGrav Pack	42% + 4%		Yes	<u>Manhunter</u> , pg. 63 <u>Phase World</u> , pg. 150
Deep Sea Diving: Advanced	N/A		No	<u>Coalition Navy</u> , pg. 28 <u>Underseas</u> , pg. 212
Flight System Combat	40% + 5%		No	<u>Juicer Uprising</u> , pg. 65
Helicopter	35% + 4%		No	<u>RIFTS</u> , pg. 29
Horsemanship: Exotic Animals	30/20% + 5%		Yes	<u>Australia</u> , pg. 156 <u>Coalition War Campaign</u> , pg. 65 <u>Japan</u> , pg. 188 <u>New West</u> , pp. 72 - 74 <u>Triax and the NGR</u> , pg. 155 <u>Warlords of Russia</u> , pp. 196 - 197
Horsemanship: General	35/20% + 5%		Yes	<u>Australia</u> , pp. 156 - 157 <u>New West</u> , pp. 72 - 74 <u>Warlords of Russia</u> , pg. 196
Horsemanship: Knight	40/30% + 5%		Yes	<u>Australia</u> , pg. 156 <u>New West</u> , pp. 72 - 74 <u>Warlords of Russia</u> , pg. 196
Hover Craft	50% + 4%		Yes	<u>RIFTS</u> , pg. 29
Hovercycle	70% + 3%		Yes	<u>Canada</u> , pg. 37 <u>New West</u> , pg. 77 <u>Warlords of Russia</u> , pg. 195
Kayaking	50% + 5%		Yes	<u>Australia</u> , pg. 157
Jet Aircraft	40% + 4%		No	<u>RIFTS</u> , pg. 30
Jet Fighters	40% + 4%		No	<u>RIFTS</u> , pg. 30
Jet Packs	42% + 4%		Yes	<u>RIFTS</u> , pg. 30
Jump Bike Combat	45% + 5%		Yes	<u>Juicer Uprising</u> , pp. 65 - 66
Motorcycle, Snowmobile, & Small Vehicles	60% + 4%		Yes	<u>Canada</u> , pg. 37 <u>RIFTS</u> , pg. 30 <u>Warlords of Russia</u> , pp. 195 - 196
Road Train	40% + 4%		Yes	<u>Australia</u> , pg. 157
Robots & Power Armour	56% + 3%		Yes	<u>Coalition Navy</u> , pg. 28 <u>Coalition War Campaign</u> , pg. 66 <u>RIFTS</u> , pg. 30 <u>Underseas</u> , pg. 212 <u>Warlords of Russia</u> , pg. 201
Robot Combat: Basic	N/A		Yes	<u>RIFTS</u> , pg. 30

Robot Combat: Elite	N/A		No	<u>RIFTS</u> , pg. 30
Spacecraft: Fighter Class	50% + 3%		No	<u>Phase World</u> , pg. 150
Spacecraft: Scout Class	40% + 3%		Yes	<u>Manhunter</u> , pp. 63 - 64 <u>Mutants in Orbit</u> , pg. 16 <u>Phase World</u> , pg. 150
Spacecraft: Mid-sized Class	40% + 3%		No	<u>Manhunter</u> , pg. 64
Spacecraft: Starship Class	36% + 4%		No	<u>Manhunter</u> , pg. 64 <u>Phase World</u> , pg. 151
Submersibles	40% + 4%		No	<u>Coalition Navy</u> , pg. 28 <u>Coalition War Campaign</u> , pg. 65 <u>Underseas</u> , pg. 212
Tanks & APCs	36% + 4%		No	<u>RIFTS</u> , pg. 30
Track Vehicles	40% + 4%		Yes	<u>Canada</u> , pg. 37 <u>Warlords of Russia</u> , pg. 196
Truck	40% + 4%		Yes	<u>RIFTS</u> , pg. 30
Warships/Patrol Boats	40% + 4%		No	<u>Coalition Navy</u> , pg. 28 <u>Coalition War Campaign</u> , pg. 65 <u>Underseas</u> , pg. 212
Water Scooters	50% + 5%		Yes	<u>Australia</u> , pg. 158 <u>Coalition Navy</u> , pg. 28 <u>Coalition War Campaign</u> , pg. 65 <u>Underseas</u> , pg. 212
Water Skiing & Surfing	40% + 4%		Yes	<u>Australia</u> , pg. 158 <u>Coalition Navy</u> , pg. 28 <u>Underseas</u> , pg. 212
Wingrider Flying Wing	15% + 5%		Yes	<u>Warlords of Russia</u> , pg. 196

Pilot Related Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Navigation	40% + 5%	Mathematics: Basic, Read Sensory Equipment	No	<u>Coalition Navy</u> , pg. 28 <u>Coalition War Campaign</u> , pg. 66 <u>Manhunter</u> , pg. 64 <u>RIFTS</u> , pg. 30 <u>Underseas</u> , pg. 212
Navigation: Land	36% + 4%		Yes	<u>RIFTS</u> , pg. 33
Navigation: Space	40% + 5%	Mathematics: Basic, Read Sensory Equipment	No	<u>Manhunter</u> , pg. 64 <u>Mutants in Orbit</u> , pg. 16 <u>Phase World</u> , pg. 151
Navigation: Underwater	30% + 4%	Mathematics: Basic, Read Sensory Equipment	No	<u>Coalition Navy</u> , pg. 29 <u>Underseas</u> , pg. 212
Read Sensory Equipment	30% + 5%	Literacy	No	<u>Coalition War Campaign</u> , pg. 66 <u>Japan</u> , pg. 188 <u>RIFTS</u> , pg. 30
Weapon Systems	40% + 5%		No	<u>RIFTS</u> , pg. 30

Rogue Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Cardsharp	24% + 4%		Yes	<u>New West</u> , pg. 78 <u>Warlords of Russia</u> , pg. 197
Computer Hacking	15% + 5%	Computer Programming, Mathematics: Basic	No	<u>RIFTS</u> , pg. 30
Concealment	20% + 4%		Yes	<u>RIFTS</u> , pg. 30
Find Contraband, Weapons, & Cybernetics	26% + 4%		No	<u>Australia</u> , pg. 155 <u>Coalition War Campaign</u> , pg. 61 <u>Japan</u> , pg. 188 <u>New West</u> , pg. 74 <u>Warlords of Russia</u> , pp. 192 - 193
Gambling	30% + 5%		Yes	<u>Juicer Uprising</u> , pg. 66 <u>Manhunter</u> , pg. 64
Gambling: Dirty Tricks	30% + 4%		Yes	<u>Juicer Uprising</u> , pg. 66
Locate Secret Compartments	20% + 5%		Yes	<u>Manhunter</u> , pg. 64
Palming	20% + 5%		Yes	<u>RIFTS</u> , pg. 30
Pick Locks	30% + 5%		Yes	<u>RIFTS</u> , pg. 30
Pick Pockets	25% + 5%		Yes	<u>RIFTS</u> , pg. 30
Prowl	25% + 5%		Yes	<u>RIFTS</u> , pg. 31
Safecracking	20% + 4%		No	<u>New West</u> , pg. 78 <u>Warlords of Russia</u> , pg. 197
Seduction	20% + 3%		Yes	<u>Manhunter</u> , pg. 62 <u>New West</u> , pg. 78 <u>Warlords of Russia</u> , pg. 197
Streetwise	20% + 4%		Yes	<u>RIFTS</u> , pg. 31
Streetwise: Drugs	25% + 5%		Yes	<u>Coalition War Campaign</u> , pg. 66 <u>Triax and the NGR</u> , pg. 155
Ventriloquism	16% + 4%		Yes	<u>New West</u> , pg. 78 <u>Warlords of Russia</u> , pg. 197

Science Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Anthropology	20% + 5%		Yes	<u>Manhunter</u> , pg. 64 <u>RIFTS</u> , pg. 31
Archaeology	20% + 5%		Yes	<u>RIFTS</u> , pg. 31
Artificial Intelligence	30% + 5%	Computer Programming	No	<u>Mutants in Orbit</u> , pg. 15
Astronomy	25% + 5%		Yes	<u>Manhunter</u> , pg. 64 <u>RIFTS</u> , pg. 31
Astrophysics	30% + 5%	Physics	No	<u>Phase World</u> , pg. 151
Biology	30% + 5%		Yes	<u>RIFTS</u> , pg. 31
Botany	25% + 5%		Yes	<u>RIFTS</u> , pg. 31
Chemistry	30% + 5%		Yes	<u>RIFTS</u> , pg. 31

Chemistry: Analytical	25% + 5%	Chemistry, Mathematics: Advanced, Literacy	No	<u>RIFTS</u> , pg. 31
Geology	25% + 5%		Yes	<u>Manhunter</u> , pg. 64
Marine Biology	35/25% + 5%	Biology, Mathematics: Advanced, Chemistry	No	<u>Coalition Navy</u> , pg. 28 <u>Underseas</u> , pg. 212
Mathematics: Basic	45% + 5%		Yes	<u>RIFTS</u> , pg. 31
Mathematics: Advanced	45% + 5%	Literacy	No	<u>RIFTS</u> , pg. 31
Physics	30% + 5%	Mathematics: Advanced	No	<u>Manhunter</u> , pg. 64
Xenology	30% + 5%		Yes	<u>Phase World</u> , pg. 151

Spatial Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Drive Repair: Chemical Drive	30% + 5%	Spaceship Mechanics	No	<u>Mutants in Orbit</u> , pg. 16
Drive Repair: Ion Drive	30% + 5%	Spaceship Mechanics	No	<u>Mutants in Orbit</u> , pg. 16
Drive Repair: Plasma Drive	30% + 5%	Spaceship Mechanics	No	<u>Mutants in Orbit</u> , pg. 16
Drive Repair: Traction Drive	30% + 5%	Spaceship Mechanics	No	<u>Mutants in Orbit</u> , pg. 16
EVA	40% + 5%		Yes	<u>Mutants in Orbit</u> , pg. 16
Jury-Rig	25% + 5%		Yes	<u>Mutants in Orbit</u> , pg. 16
Mining	35% + 5%		No	<u>Mutants in Orbit</u> , pg. 16
Navigation: Space	40% + 5%	Mathematics: Basic, Read Sensory Equipment	No	<u>Mutants in Orbit</u> , pg. 16 <u>Phase World</u> , pg. 151
Radio: Deep Space	45% + 5%	Radio: Basic	Yes	<u>Manhunter</u> , pg. 62
Salvage: Space	35% + 5%		Yes	<u>Mutants in Orbit</u> , pg. 17
Satellite Systems	30% + 5%	Mechanical Engineer	No	<u>Mutants in Orbit</u> , pg. 17
Spaceship Mechanics	22% + 5%	Astrophysics, Electrical Engineer, Mechanical Engineer	No	<u>Manhunter</u> , pg. 63 <u>Phase World</u> , pg. 150
Vac Suit	50% + 5%		Yes	<u>Manhunter</u> , pg. 63

Technical Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Art	35% + 5%		Yes	<u>RIFTS</u> , pg. 31
Breed Dogs	40/20% + 5%		Yes	<u>Australia</u> , pg. 158 <u>New West</u> , pg. 78 <u>Warlords of Russia</u> , pg. 197
Contacts	6% + 2%			<u>Mutants in Orbit</u> , pg. 15
Computer Operation	40% + 5%	Literacy	Yes	<u>RIFTS</u> , pg. 31 <u>Manhunter</u> , pg. 62
Computer Programming	30% + 5%	Computer Operation	Yes	<u>RIFTS</u> , pg. 31
Cyberjacking	50% + 3%	Computer Operation	Yes	<u>Mutants in Orbit</u> , pp. 15 - 16
Falconry	30% + 5%		Yes	<u>Warlords of Russia</u> , pp. 197 -

				198
Gemology	25% + 5%		Yes	<u>Warlords of Russia</u> , pg. 198
General Repair/Maintenance	35% + 5%		Yes	<u>Australia</u> , pg. 157 <u>New West</u> , pp. 78 - 79 <u>Warlords of Russia</u> , pg. 198
Language	50% + 5%		Yes	<u>Australia</u> , pg. 158 <u>RIFTS</u> , pp. 31 - 32 <u>Triax and the NGR</u> , pg. 155 <u>Warlords of Russia</u> , pg. 198
Literacy	30% + 5%		Yes	<u>RIFTS</u> , pg. 32
Lore: Alien	25% + 5%		Yes	<u>Phase World</u> , pg. 151
Lore: Animals	30% + 5%		Yes	<u>Australia</u> , pg. 158 <u>New West</u> , pg. 79 <u>Warlords of Russia</u> , pg. 198
Lore: Cities	20% + 5%		Yes	<u>Australia</u> , pg. 159
Lore: D-Bees	25% + 5%		Yes	<u>Coalition War Campaign</u> , pg. 66 <u>Triax and the NGR</u> , pg. 155 <u>Warlords of Russia</u> , pg. 198
Lore: Demon & Monsters	25% + 5%		Yes	<u>RIFTS</u> , pg. 32
Lore: Dreamtime Culture	20% + 5%		Yes	<u>Australia</u> , pg. 159
Lore: Faerie	25% + 5%		Yes	<u>RIFTS</u> , pg. 32
Lore: History	30% + 5%		Yes	<u>New West</u> , pg. 79 <u>Warlords of Russia</u> , pg. 198
Lore: Indians/Aborigines	25% + 5%		Yes	<u>Australia</u> , pg. 158 <u>New West</u> , pg. 79
Lore: Juicer	30% + 5%		Yes	<u>Juicer Uprising</u> , pg. 66
Lore: Law	25% + 5%		Yes	<u>Australia</u> , pg. 158 <u>New West</u> , pg. 79 <u>Phase World</u> , pg. 151 <u>Warlords of Russia</u> , pg. 198
Lore: Magic	25/15/10% + 5%		Yes	<u>Coalition War Campaign</u> , pg. 66 <u>Japan</u> , pg. 188 <u>Triax and the NGR</u> , pg. 155 <u>Warlords of Russia</u> , pp. 198 - 199
Lore: Mythology	30% + 5%		Yes	<u>Japan</u> , pg. 189
Lore: Psychics & Psionics	25% + 5%		Yes	<u>Coalition War Campaign</u> , pg. 66 <u>Warlords of Russia</u> , pg. 199
Lore: Religions	30% + 5%		Yes	<u>New West</u> , pg. 79 <u>Warlords of Russia</u> , pg. 199
Masonry	30% + 5%		Yes	<u>Warlords of Russia</u> , pg. 199
Performance	30% + 5%		Yes	<u>Juicer Uprising</u> , pg. 65
Photography	35% + 5%		Yes	<u>RIFTS</u> , pg. 32
Prospecting	20% + 5%		Yes	<u>New West</u> , pg. 79 <u>Warlords of Russia</u> , pg. 199
Rope Works	30% + 5%		Yes	<u>Warlords of Russia</u> , pg. 199
Whittling & Sculpting	30% + 5%		Yes	<u>Australia</u> , pg. 154 <u>New West</u> , pg. 79 <u>Warlords of Russia</u> , pg. 199
Writing	25% + 5%	Literacy	Yes	<u>RIFTS</u> , pg. 32

Underwater Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Farming: Undersea	35% + 5%		Yes	<u>Australia</u> , pg. 158 <u>Coalition Navy</u> , pg. 28 <u>Underseas</u> , pg. 211
Fishing: Advanced	30% + 5%		Yes	<u>Coalition Navy</u> , pg. 28 <u>Underseas</u> , pg. 211
Marine Biology	35/25% + 5%	Biology, Mathematics: Advanced, Chemistry	No	<u>Coalition Navy</u> , pg. 28 <u>Underseas</u> , pg. 212
Ocean Geographic Surveying	15% + 5%		Yes	<u>Coalition Navy</u> , pg. 28 <u>Underseas</u> , pg. 211
Navigation: Underwater	30% + 4%	Mathematics: Basic, Read Sensory Equipment	No	<u>Coalition Navy</u> , pg. 29
Salvage: Undersea	30% + 5%		Yes	<u>Coalition Navy</u> , pp. 28 - 29 <u>Underseas</u> , pp. 211 - 212
Sea Holistic Medicine	20% + 5%		Yes, counts as two skills	<u>Coalition Navy</u> , pg. 27 <u>Underseas</u> , pg. 210
Submersible Vehicle Mechanics	25% + 5%	Mechanical Engineer	No	<u>Coalition Navy</u> , pg. 27 <u>Underseas</u> , pg. 210
Survival: Undersea & Sea	25% + 5%		Yes	<u>Coalition Navy</u> , pg. 29 <u>Underseas</u> , pg. 212
Track & Hunt Sea Animals	35/25% + 5%		Yes	<u>Coalition Navy</u> , pg. 29 <u>Underseas</u> , pg. 212
Underwater Demolitions	56% + 4%		No	<u>Coalition Navy</u> , pp. 27 - 28 <u>Coalition War Campaign</u> , pg. 65 <u>New West</u> , pg. 77 <u>Underseas</u> , pg. 210 <u>Warlords of Russia</u> , pg. 195

Wilderness Skills

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
Blend	14 + 4%		Yes	<u>Australia</u> , pg. 159
Boat Building	25% + 5%		Yes	<u>RIFTS</u> , pg. 33
Carpentry	25% + 5%		Yes	<u>RIFTS</u> , pg. 33
Dowsing	20% + 5%		Yes	<u>Australia</u> , pg. 160 <u>Warlords of Russia</u> , pg. 201
Hunting	N/A		Yes	<u>RIFTS</u> , pg. 33
Identify Plants & Fruit	25% + 5%		Yes	<u>RIFTS</u> , pg. 33
Navigation: Land	36% + 4%		Yes	<u>RIFTS</u> , pg. 33
Outback Survival	58% + 2%		Yes	<u>Australia</u> , pg. 160
Preserve Food	25% + 5%		Yes	<u>RIFTS</u> , pg. 33
Prowl	25% + 5%		Yes	<u>RIFTS</u> , pg. 31
Roadwise	26% + 4%		Yes	<u>Australia</u> , pg. 160
Skin & Prepare Animal Hides	30% + 5%		Yes	<u>RIFTS</u> , pg. 33

Spelunking	35% + 5%		Yes	<u>Australia</u> , pg. 160
Track Animals	20% + 5%		Yes	<u>RIFTS</u> , pg. 33
Trap Construction	20% + 4%		No	<u>Coalition War Campaign</u> , pp. 62 - 65 <u>New West</u> , pp. 75 - 77 <u>Warlords of Russia</u> , pp. 193 - 195
Trap/Mine Detection	20% + 5%		No	<u>Coalition War Campaign</u> , pg. 66 <u>New West</u> , pp. 77 <u>Warlords of Russia</u> , pg. 195
Use Songlines	30% + 4% 20% + 2%		Yes	<u>Australia</u> , pg. 160
Wilderness Survival	30% + 5%		Yes	<u>RIFTS</u> , pg. 26
Whittling & Sculpting	30% + 5%		Yes	<u>Australia</u> , pg. 154 <u>New West</u> , pg. 79 <u>Warlords of Russia</u> , pg. 199

Weapon Proficiencies: Ancient

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
W.P. Axe	N/A		Yes	<u>Triax and the NGR</u> , pg. 155
W.P. Blunt	N/A		Yes	<u>RIFTS</u> , pg. 32
W.P. Bola	N/A		Yes	<u>New West</u> , pg. 79
W.P. Boomerang	N/A		Yes	<u>Australia</u> , pg. 161
W.P. Bow	N/A		Yes	<u>Japan</u> , pg. 190
W.P. Chain	N/A		Yes	<u>RIFTS</u> , pg. 32
W.P. Crossbow	N/A		Yes	<u>Japan</u> , pg. 190
W.P. Grappling Hook	N/A		Yes	<u>Australia</u> , pg. 162 <u>Warlords of Russia</u> , pg. 199
W.P. Knife	N/A		Yes	<u>RIFTS</u> , pg. 32
W.P. Mouth Weapons	N/A		Yes	<u>Japan</u> , pg. 190
W.P. Net	N/A		Yes	<u>Australia</u> , pg. 162 <u>Warlords of Russia</u> , pg. 199
W.P. Paired Weapons	N/A		Yes	<u>Warlords of Russia</u> , pg. 200
W.P. Polearm	N/A		Yes	<u>Triax and the NGR</u> , pg. 155
W.P. Sharp Shooting	N/A	Varies by O.C.C.	No	<u>Conversion Book (One)</u> , pg. 15 - 16 <u>New West</u> , pp. 79 - 81
W.P. Shield	N/A		Yes	<u>Warlords of Russia</u> , pg. 200
W.P. Siege Weapons	N/A		Yes	<u>Warlords of Russia</u> , pg. 200
W.P. Slingshot	N/A		Yes	<u>Japan</u> , pg. 190
W.P. Small Thrown Weapons	N/A		Yes	<u>Japan</u> , pg. 190
W.P. Spear	N/A		Yes	<u>Australia</u> , pg. 162 <u>Japan</u> , pg. 189
W.P. Staff	N/A		Yes	<u>Japan</u> , pg. 190
W.P. Sword	N/A		Yes	<u>RIFTS</u> , pg. 32
W.P. Trick Shooting	N/A		Yes	<u>New West</u> , pg. 81 <u>Warlords of Russia</u> , pg. 200

W.P. Trident/Forked	N/A		Yes	<u>Coalition Navy</u> , pg. 29 <u>Japan</u> , pg. 189 <u>Underseas</u> , pg. 212
W.P. Whip	N/A		Yes	<u>Australia</u> , pg. 162 <u>Japan</u> , pg. 190 <u>New West</u> , pg. 79 <u>Warlords of Russia</u> , pg. 200

Weapon Proficiencies: Modern

<u>Skill Name</u>	<u>Percentage</u>	<u>Requirements</u>	<u>Available as a Secondary Skill?</u>	<u>Location</u>
W.P. Deadball	N/A		Yes	<u>Juicer Uprising</u> , pg. 66
W.P. Flamethrower	N/A		Yes	<u>Australia</u> , pg. 162
W.P. Harpoon and Spear Gun	N/A		Yes	<u>Coalition Navy</u> , pg. 29 <u>Underseas</u> , pg. 212
W.P. Torpedo	N/A		Yes	<u>Coalition Navy</u> , pg. 29 <u>Underseas</u> , pg. 212
W.P. Revolver	N/A		Yes	<u>RIFTS</u> , pg. 32
W.P. Automatic Pistol	N/A		Yes	<u>RIFTS</u> , pg. 32
W.P. Bolt Action Rifle	N/A		Yes	<u>RIFTS</u> , pg. 32
W.P. Automatic & Semi-automatic Rifles	N/A		Yes	<u>RIFTS</u> , pg. 32
W.P. Sub-Machinegun	N/A		Yes	<u>RIFTS</u> , pg. 32
W.P. Grenade Launcher	N/A		Yes	<u>Japan</u> , pg. 190
W.P. Heavy	N/A		Yes	<u>RIFTS</u> , pg. 32
W.P. Energy Pistol	N/A		Yes	<u>RIFTS</u> , pg. 33
W.P. Energy Rifle	N/A		Yes	<u>RIFTS</u> , pg. 33
W.P. Heavy Energy Weapons	N/A		Yes	<u>RIFTS</u> , pg. 33

Perception Skill

Skill Cost: Nothing! This skill is free to everyone (sort of like 'Sense of Balance' or a character's native language).

Base: I.Q. + M.E.

Increase per Level: 2% per level of experience.

Note: This is not a substitution for 'Detect Ambush' or 'Intelligence' as it provides vastly inferior results!

Combat Sniper Skill

Combat Sniper - New Military Skill

This is a new sniper skill. It costs two other skill selections to get and must be selected separately for each weapon proficiency. For example if a player wanted it for W.P. Bolt Action Rifles and W.P. Energy Rifles the skill would have to be bought twice. Note: This skill can only be used with weapons that can fire single shots. In other words no firing bursts or full auto. Also it can only be used with ranged weapons. It's called Combat Sniper to make it easier to tell from the Sniper skill in the main book.

Another thing I think should be done is have a distance penalty. For every 500 ft. the target is away a -1 to strike is applied (any scope or sight modifiers or added after this). The reason for that is at long range the target will be harder to see and you have to account for the effects of the environment on the shot (wind, gravity, etc.). It also takes four melee rounds (60 seconds) to get prepared to take a shot. For every melee round less than three a -1 is applied. It can never be done in one melee round since that is not enough time to position the rifle and get in the right mind set. The reason for this is the sniper needs to be relaxed so the weapons can be held steady and be able to concentrate on the target to make it die! Preferably in one clean shot.

Note: For skill selection purpose this is a military skill. So if an O.C.C. can't normally get skills from the military list they can't get this one.

1. +3 to Strike on aimed shots.
2. -
3. Critical Strike on a unmodified 19-20
4. -
5. +1 to Strike on aimed shots.
6. Critical Strike on a unmodified 18-20
7. -
8. +1 to Strike on aimed shots.
9. Critical Strike on a unmodified 17-20
10. It know only takes three rounds prep time to fire.
11. +1 to Strike on aimed shots.
12. Critical Strike on a unmodified 16-20
13. -
14. +1 to Strike on aimed shots.
15. Critical Strike on a unmodified 15-20

Psi-Waza Martial Art

Psi-Waza - New Physical Skill

This martial arts form is exclusive to the Cyber-Knight O.C.C. (and its variants), and was developed by the Cyber-Knights in their quest to develop their bodies and minds so that they function as one. The art form itself resembles a combination of Karate and Jujitsu, and incorporates meditation and the development of psychic powers. Psi-Waza helps the knight to develop and integrate great physical and mental powers, and allows psychic Knights to develop either mystic martial arts powers or Oni Ninja powers.

Special abilities exclusive to the Psi-Waza style of martial arts:

- **The Trigon Touch:** Developed by the Cyber-Knight Trigon (hence the name) this ability allows the character to charge their fingers with I.S.P. and finger strike atemi (pressure points) to create effects exactly like those of bio-manipulation. Each of these "touches" can be very light and require only 2 I.S.P. per touch.
- **Mind-Form Technique:** This ability is the dream of every martial artist. The techniques of the style are studied exactly like any other martial art, but by subconsciously applying psychic power to the execution of each technique the form of the technique becomes perfect. This allows a martial artist to perform perfect kicks, punches, throws, and anti-joint techniques. This results in the following bonuses: +3 to strike, +3 to parry/dodge, +2 to initiative, and add two attacks per melee, but reduce the base I.S.P. by half to reflect the I.S.P. permanently 'burned' in gaining this ability.
- **Power-Wave Palm:** This ability allows the character to channel I.S.P. through the palm and create a wave of physical energy and force that can cause damage. The wave front is 5ft (1.52m) wide, thus it is possible to strike a small group of targets if they are close together.
 - Range: 40ft (12.2m) plus 10ft (3m) per level of experience
 - Damage: 2D6 +1 M.D. per level
 - Knock Back: objects weighing less than 300lbs (136kg) are knocked back 2D6 yards/meters
 - I.S.P. Cost: 5

Note that this art is learned by all Cyber-Knights, but they usually only develop one ability. Characters can develop a second power at level nine. Warrior Knights may have all three powers at first level.

Cryptozoology Skill

Cryptozoology - New Science Skill

This is the science of piecing together physical, circumstantial, and theoretical evidence to hypothesize about the existence of "hidden animals." Scientists in this field examine bones, footprints, photographs, etc. to determine if a particular animal exists or not. Examples of theoretical animals include the Loch Ness Monster, the Sasquatch, and Ogopogo. An example of an animal that was found to exist after it supposedly disappeared is the coelacanth.

Required: Biology and Zoology.

Base Skill: 40% + 5% per level of experience.

Mathematics: Statistics Skill

Mathematics: Statistics - New Science Skill

Includes probability, regression, forecasting, and experimental design.

Required: Mathematics: Advanced.

Base Skill: 50% + 4% per level of experience.

Parapsychology Skill

Parapsychology - New Science Skill

Parapsychology is the study of the paranormal. It is based on three standard forms of paranormal activity (or scientific anomalies). One is ESP (Extra-Sensory Perception), one is PK (Psychokinesis), and the other is a term that represents a few different fields: anomalies that suggest survival after death (near-death experiences, apparitions, and reincarnation).

Parapsychology is generally not interested in claims of supernatural monsters (unless the claims fall under one or more of these groups), alchemy, witchcraft, vampirism, UFOs, astrology, or the search for bigfoot. The things Parapsychologists study (that fit into the three standard groups above) are: Telepathy, Precognition, Clairvoyance, Psychokinesis, Bio-PK (direct mental interactions with living systems), Near Death Experiences, Out-Of-Body Experiences, Reincarnation, Hauntings, and Poltergeists. Of course, there are many Parapsychologists who seem determined to study not only these things, but some of the many things listed that Parapsychologists normally don't study. These people are rogues, and do not usually get due credit for their discoveries by the scientific community.

Characters that have this skill are able to understand paranormal phenomena and have an advanced level of knowledge surrounding the paranormal.

Requirements: Psychology

Skill Base: 35% +5% per level of experience

Zoology Skill

Zoology - New Science Skill

The specific branch of biology dealing directly with animals. Characters will know enough about mating habits, migrations, eating habits of most animals as well as the proper care for keeping animals.

Base Skill: 40% + 5% per level of experience.

Fast Talk / Con Skill

Fast Talk / Con - New Rogue Skill

This skill allows a character to talk his way out of trouble and to convince others to do what he wishes. It is a useful skill for con-men, salesmen, and other characters who use others to get things done. The first percentage is used to "fast talk" another person, usually to get out of trouble or convince them to buy something. The second percentage is to con someone, or convince them with your charm and charisma that what you say is really true.

Base Skill: 20%/10% + 5%/level of experience; every M.A. point above 15 adds an additional +1% and every P.B. point above 20 adds an additional +1%.

Games of Chance Skill

Games of Chance - New Rogue Skill

These are the classic street games, like shells and queens, that are specifically designed to be almost foolproof. A character using this skill successfully will almost never lose (unless they fail a skill roll) or get caught (rolls 00% for a skill check). These are tricky games that require sleight-of-hand tricks, and are usually possessed by street barkers, con artists, and other unscrupulous characters.

Base Skill: 20% + 4%/level

Lore: Conspiracy Skill

Lore: Conspiracy - New Technical Skill

A comprehensive knowledge about the issue of conspiracy and cover-ups by world governments in the areas of the paranormal, UFOs, military, experimental testing, etc. by such participants as the FBI, KGB, CIA, and major world governments. The character knows the theories about the Roswell incident, Area 51, telekinetic weapons testing by the Russian government, and drug and chemical weapons testing.

Base Skill: 30% + 5% per level of experience.

Lore: Cults and Sects Skill

Lore: Cults and Sects - New Technical Skill

This skill is a comprehensive study of the phenomenon of cults, sects, and occult religion. This includes the techniques of indoctrination as well as the identifying marks of the major cults.

Base Skill: 30% + 5% per level of experience.

Lore: Folklore and Mythology Skill

Lore: Folklore and Mythology - New Technical Skill

This skill is a comprehensive study of folklore and mythology. The character will be able to identify the major mythical players involved with a given region and can roll at half the skill level to be able to identify minor players in myth. These players include gods, heroes, monarchs, creatures, and tales.

Base Skill: 30% + 5% per level of skill.

Lore: Omens and Superstition Skill

Lore: Omens and Superstition - New Technical Skill

This skill lets the character identify all major forms of omen and superstition. The character will understand the meaning and what is implied by a given occurrence or happening. If the character also has Lore - Religion, the character will also be able to recognize the source of the omen or superstition.

Base Skill: 30% + 5% per level of experience.

Lore: Science Skill

Lore: Science - New Technical Skill

This knowledge gives the character an in-depth understanding about the general overview and concept of the science and the history of the science selected. The character must select a different science each time this skill is selected. For instance, a character can select Lore - Parapsychology and Lore - Botany at the cost of two skills. This skill does not replace the science skill, it just gives the character the knowledge of major discoveries and/or participants.

Base Skill: 30% + 5% per level of experience.

Lore: UFOlogy Skill

Lore - UFOlogy: New Technical Skill

The unofficial study of UFO phenomenon. The character knows all the theories about extraterrestrial visitations as well as some of the theories involved. The skill also imparts knowledge about some of the more "science-fictionous" of the information (propulsion, weapons, abilities). The character will also know a little of the alien abductee theory and effects.

Base Skill: 30% + 5% per level of experience.

Philosophy Skill

Philosophy - New Technical Skill

This is not the same as studying a specific philosophy. This skill allows the character to use inductive and deductive reasoning to determine different conclusions, the character is able to argue effectively and logically. The character is also aware of the major philosophical arguments surrounding the issues of death, life, life-after-death, the paranormal, and science.

Base Skill: 45% + 5% per level of experience.

Modern Weapon Proficiencies

Modern Weapon Proficiencies (W.P.) are areas of training and practiced skill with a particular type of weapon, such as revolver or sub-machinegun. This skill provides special bonuses to strike when using that weapon. Do not add this strike bonus to your character's hand to hand combat skill bonuses to strike.

Weapon Proficiencies provide the following bonuses:

Aimed: +3 to strike.

Burst: +1 to strike.

Wild: No bonus or penalty.

Training also enables the character to easily reload, disassemble, unjam, clean, and otherwise maintain the weapon.

Recognizes weapon quality: 30% at level one and +6% per each additional level of experience.

Bonus: add a bonus of +1 to strike for every three levels of experience beyond level one (levels 4, 7, 10, etc.)

Weapon Proficiency Descriptions:

W.P. Black Powder: Knowledge and practice with antique weapons of all kinds. Includes a lot of strange items ... the ability to load and fire muzzle loading guns, familiarity with Civil War, Napoleonic, and Revolutionary War rifles and pistols. Example: TW Black powder weapons from Wormwood.

W.P. Revolver: All cylinder style non-automatic (trigger must be pulled each time the gun is fired) handguns. Example: NE-6 "Magnum" Plasma Cartridge Revolver.

W.P. Automatic Pistol: All modern military automatic pistols (the weapon keeps firing while the trigger is depressed and until the trigger is released or the rounds are all expended). Example: NE-2L Plasma Cartridge Autopistol.

W.P. Rifle/Shotgun: Includes most hunting, military, and target shooting rifles. Example: TX-16 Pump Rifle.

W.P. Sub-Machinegun: Includes all small arms automatic weapons that fire pistol ammunition. Example: NE-300 "Stutterer."

W.P. Automatic and Semiautomatic Rifles: Includes all assault rifles that fire rifle and assault rifle ammunition. Example: NE-10 Plasma Cartridge Rifle.

W.P. Grenade: Think just anyone can chuck a grenade? If your answer is yes, then you might want to think again. Sure, tossing a grenade takes all the intelligence of your average chimpanzee. Figuring out *when* to

throw the grenade is another matter. First off not all grenades are fitted with the same delay rate. Some have a 3 second delay, some 5 seconds, some can be adjusted to a variable rate. There are even pre-rifts Russian Empire grenades that had a *zero* delay, they go off as soon as you pull the pin! Example: NG-Hand Grenades.

W.P. Grenade Launcher: Includes stand-alone and combo grenade launching weapons. Example: NG-LG6 Northern Gun Laser Rifle & Grenade Launcher, WI-GL4 Revolving Grenade Launcher.

W.P. Heavy: Includes heavy machineguns, bazookas, LAWS, mortars, etc. Example: NE-200 Plasma Cartridge Machinegun.

W.P. Artillery: Covers all vehicle-sized cannons and howitzers, as well as vehicle-mounted missile weapons. Example: an Enforcer's C-50R.

W.P. Energy Pistol: Includes lasers, ions, and all types of light energy firing small arms. Example: Wilk's 320 Laser Pistol.

W.P. Energy Rifle: Includes long range, light energy firing rifles. Example: C-12 Heavy Assault Laser Rifle, TX-30 Triax Ion Pulse Rifle.

W.P. Heavy Energy: Includes plasma ejector, particle beam, rail guns, and similar high tech, mega-damage weapons. Example: NG-E12 Northern Gun Heavy Plasma Ejector, TX-500 Borg Rail Gun.