

Annex B **Knowledge Skills**

Anthropology		Knowledge
Appraisal		Knowledge
Biology		Knowledge
Blah	Yep, here it is	Knowledge
Bureaucracy		Knowledge
Chemistry		Knowledge
Climbing		Knowledge
Commerce		Knowledge
Computer	Use of computer systems	Knowledge
Cooking		Knowledge
Cryptography	codes and cryptography	Knowledge
Demolition	Use of explosives	Knowledge
Diplomacy	can talk people into things, opposed by MR	Knowledge
Disguise	Ability to mask identity, opposed by MR	Knowledge
Escape Artist	Ability to get out of physical restraints	Knowledge
Etiquette		Knowledge
Fast Talk/Charisma/Manipulation	Ability to con people into doing what you want, opposed by MR	Knowledge
First Aid	each point of First Aid removes 10 seconds of stun time	Knowledge
Forensic Sciences		Knowledge
Forgery		Knowledge
Gambling	Knowledge of games techniques	Knowledge
Genetics		Knowledge
Interrogation	Must over come Mind Rank. Tie to MR	Knowledge
Intimidation	opposed by MR	Knowledge
Investigation	Ability to track down information	Knowledge
Law		Knowledge
Medicine	Same as First Aid in combat	Knowledge
Physics		Knowledge
Pick Pocket / Thief	Ability to steal things opposed by MR	Knowledge
Piloting		Knowledge
Poison	Ability to mix and administer poisons, opposed by MR (to find/detect poison)	Knowledge
Politics / Court Etiquette		Knowledge
Security Systems	Implement Security systems, also covers defeating such systems	Knowledge
Smuggling	Ability to hide large amounts of goods from authority	Knowledge
Social Engineering	Manipulation of people	Knowledge
Stealth	camouflage etc. Mind Rank opposes, multiple MR are treated separately	Knowledge
Stellar Navigation	Knows how to navigate star ships	Knowledge
Street Wise / Contacts		Knowledge
System Engineering	General building and repair of technology based systems	Knowledge
Tracking		Knowledge
Urban Survival		Knowledge
Weapon Smith	Building and repair of firearms	Knowledge
Wilderness Survival		Knowledge
Xenobiology		Knowledge