

New Skills

Acupuncture- The art of attempting to cure illness and disease through the puncturing of specific areas of the skin.

Animal Riding- The ability to ride a horse or some other riding animal while taking other action and not get killed (hopefully).

Channeling- Knowledge of how channeling is done and some of the more famous channelers (and hoaxers) in history. NOT THE ABILITY TO CHANNEL.

Cult Knowledge- Knowledge of cults and their influence, nation and worldwide. Also their symbols and some of their goals and standard operating procedures.

Dumpster Diving- Not as useless a skill as you would think. Gives knowledge of where to look for good 'trash' on or about someone. Also, the act of physically going through a dumpster with some skill.

Expedient Methods- Remember MacGuyver? This is what he did, making something useful out of a bunch of useless items, hopefully. It may not look pretty, but it should work.

Fast Talk/Bluff- The ability to talk your way out of a situation or make someone believe something just through talking to them. "Come on, everyone else is doing it..."

Gang Knowledge- Knowledge of gangs, their symbols and hand signals, colors, and usual hangouts. Also any other pertinent information.

Hostile Environs- The ability to survive in different environments, not usually conducive to human survival.

Hypnotism I- The study of the ability to put someone into a trance-like state where they are susceptible to suggestion. NOT THE ABILITY TO HYPNOTIZE.

Intimidation- The art of getting someone to do or say something by inducing fear.

Lip Reading- The ability to tell what someone is saying just by watching their lips and 'reading' what they are saying.

Military Protocol- Knowledge of proper procedure concerning the military and its branches.

Murderers (mass, serial, etc)- Knowledge of past murderers and their methods of operations, the psychology of murderers. Also called profiling.

Prestidigitation- The skill a stage magician uses to palm things and perform their tricks. Also called sleight of hand.

Rappelling- The ability to descend a steep incline or past an overhang by using ropes and other necessary equipment.

Shorthand- The ability to take notes using symbols and abbreviations so as to write down as much information in as little space and with as little writing as possible.

Stealth- The ability to move while attracting as little attention as possible. This is your average ninja 'can't see me!' skill. Good for thieves too.

Streetwise- Knowledge of what and where things are happening in neighborhoods and streets. Where to find 'special' places and things like that. Goes well with gang knowledge.

Trivia- The knowledge of odd facts. This skill could make you a star on Jeopardy.

Extra Legal Skills

Lock picking- The ability to open locks without the use of a key and still have a functional lock. This does not include beating the lock with a hammer, which is B&E.

Bureau Skills

Alchemy- The study of turning base metals into gold, creating a universal solvent and an elixir of immortality.

Artifact Identification- The knowledge of artifacts and some lore surrounding them.

Astrology- The study of how the moon and stars influence a person's life and foretell the future.

Control Lycanthropy- The ability for a person afflicted with lycanthropy to try and control their change and retain their intelligence. Their chance is their wisdom and constitution divided by 6.

Hypnotism II- The ability to put someone into a trance-like state where they are susceptible to suggestions. They do not become mindless slaves to the hypnotist. The victim gets a roll against their wisdom modified by the hypnotist's wisdom divided by 3.