

New Skills

Alertness- Character has honed their powers of perception to such a degree they are on a constant level of alertness.

Appraisal- The ability to closely estimate the value of an object. Can be taken for specific things, i.e.- jewelry, vehicles, art, etc.

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

A/V Tech- Knowledge of audio/visual equipment, how to connect and set it up as well as how to use it.

Biology, General- A general knowledge and overview of biology.

Botany- The study of plants and their uses, medicinal and otherwise.

Carpentry- The knowledge of how to build and maintain small structures primarily made of wood.

Child Psychology- The study of how a child's mind develops and processes information.

Counseling- This skill of talking to someone and analyzing their behavior and body language in an attempt to guide them in the right direction. It can be specialized into a certain area such as child, school or camp to name a few examples, or can be taken as a general skill.

Cryptozoology- The study of mythical creatures. It is more general than Supernatural, Natural, and not as in-depth. Does not look at the creatures as actually existing.

Forensics- The study of finding evidence at a crime scene and interpreting it as such.

Fortune Telling- The ability to possibly predict the future using an outside, non-biased medium or system, such as tarot cards, tealeaves, palm reading, runes, etc. NOT A MAGIC ABILITY!

Gem Cutting- The cutting of stones, gems and jewels using precision tools to retain or increase the stone's worth.

Hold Liquor- The ability to drink alcohol and get drunk without getting sick or blacking out.

Land Navigation- The ability to find one's location or a route using a map, compass, pace count, and landmarks.

Make Coffee- Knowledge of different coffee making systems as well as the different beans. Also gives knowledge of difference between coffee and espresso.

Mechanical Repair, Plumbing- The diagnosis and repair of plumbing systems.

Military History- Knowledge of the military's past, including battles, soldiers, equipment and events.

Reasoning- The ability to put clues together and come up with a possible solution to a puzzle.

Running- The ability to run at a sustained pace over long distances or to sprint quickly.

Sport's Medicine- The study and diagnosis of injuries resulting from sporting events.

Stairmaster- Whether it be from climbing stairs or using the Stairmaster 5000, you can handle a flight of stairs faster than most people and without getting winded.

Vehicle Detailing- The art of cleaning and painting a vehicle for mostly aesthetic reasons.

Extra Legal Skills

Use/Remove Poison- Knowledge of how to safely handle poisons for a variety of reasons and their antidotes.

Bureau Skills

Lore- Knowledge about forgotten subjects, or at least not-well-known subjects. An area can be specialized in, such as mythical places, mages, demons, etc. Or it can be a general knowledge skill.

Magic, General- The general study of magic and it's causes and effects.

Ritual- The study of magic and religious rituals, their purposes and their designs. Allows a player a chance to identify what a ritual is, was, or will be used for. Does not give the ability to perform a ritual for WKM, but the character can copy one they have seen.

Symbology- The study of symbols, their uses and the different kinds of symbols. Does not give the ability to create enchanted symbols.