TRAIT LISTS

ADVANTAGES

M/P/Soc tells whether an advantage is *mental, physical,* or *social.*
X/Sup tells whether an advantage is *exotic* or *supernatural.* A - in this column means it is *mundane.*

Advantage	*M/P/Soc*	*X/Sup*	*Cost*	*Page*
360° Vision	P	X	25	34
3D Spatial Sense	P	_	10	34
Absolute Direction	P	-	5	34
Absolute Timing	M	-	2	35
Accessory	P	X	1	100
Acute Hearing	P	-	2/level	35
Acute Taste and Smell	P	_	2/level	35
Acute Touch	P	_	2/level	35
Acute Vision	P	_	2/level	35
Administrative Rank	Soc	_	5 or 10/level	30
Affliction	P	X	10/level	35
Alcohol Tolerance	P	_	1	100
Allies	Soc	_	Variable	36
Altered Time Rate	M	X	100/level	38
Alternate Form	P	X	Variable	83
Alternate Identity	Soc	_	5 or 15	39
Ambidexterity	P	_	5	39
Amphibious	P	X	10	40
Animal Empathy	M	_	5	40
Animal Friend	M	_	5/level	90
Appearance	P	-	Variable	21
Arm DX	P	X	12 or 16/level	40
Arm ST	P	X	3, 5, or 8/level	40
Artificer	M	-	10/level	90
Autotrance	M	-	1	101
Binding	P	X	2/level	40
Blessed	M	Sup	10+	40
Brachiator	P	X	5	41
Breath-Holding	P	X	2/level	41
Business Acumen	M	-	10/level	90
Catfall	P	X	10	41
Chameleon	P	X	5/level	41
Channeling	M	Sup	10	41
Charisma	M	_	5/level	41
Chronolocation	M	_	5	35
Claim to Hospitality	Sou	-	1 to 10	41
Clairsentience	M	Sup	50	42
Claws	P	X	Variable	42
Clerical Investment	Soc	_	5	43
Clinging	P	X	20	43
Combat Reflexes	M	_	15	43
Common Sense	M	-	10	43
Compartmentalized Mind	M	X	50/level	43
Constriction Attack	P	X	15	43
Contact Group	Soc	-	Variable	44
Contacts	Soc	-	Variable	44
Courtesy Rank	Soc	-	1/level	29
Cultural Adaptability	M	-	10	46
Cultural Familiarity	Soc	_	1 or 27culture	23
Cybernetics	P	-	Variable	46
Damage Resistance	P	X	5/level	46
Danger Sense	M	-	15	47
Daredevil	M	-	15	47
Dark Vision	P	X	25	47
Deep Sleeper	P	-	1	101
Destiny	M	Sup	Variable	48

Advantage	*M/P/Soc*	*X/Sup*	*Cost*	*Page*
Detect	M/P	X	Variable	48
Digital Mind	P	X	5	48
Discriminatory Hearing	P	X	15	49
Discriminatory Smell	P	X	15	49
Discriminatory Taste	P	X	10	49
Doesn't Breathe	P	X	20	49
Doesn't Eat or Drink	P	X	10	50
Doesn't Sleep	P	X	20	50
Dominance	M	Sup	20	50
Double-Jointed	P	_	15	56
Duplication	M/P	X	35/copy	50
Eidetic Memory	M	_	* 3 '	51
Elastic Skin	P	X	20	51
Empathy	M		15	51
Enhanced Defenses	M	—	Variable	51
Enhanced Move	P	X	20/level	52
Enhanced Time Sense	M	X	45	52
Enhanced Tracking	P	X	5/level	53
Extended Lifespan	P	X	2/level	53
Extra Arms	P	X	Variable	53
Extra Attack	P	-	25/attack	53
Extra Head	P	X	15/head	54
Extra Legs	P	X	Variable	54
Extra Life	M	X	25/life	55
Extra Mouth	P	X	5/mouth	55
Fashion Sense	M	-	5	21
Favor	Soc	-	Variable	55
Fearlessness	M	-	2/level	55
Filter Lungs	P	X	5	55
Fit	P	-	5	55
Flexibility	P	-	5	56
Flight	P	X	40	56
Fur	P	X	1	101
Gadgeteer	M	-	25 or 50	56
G-Experience	M	-	1 to 10	57
Gifted Artist	M	-	5/level	90
Gizmos	M	-	5/gizmo	57
Green Thumb	M	-	5/level	90
Growth	P	X	10/level	58
Gunslinger	M	_	25	58
Hard to Kill	P	_	2/level	58
Hard to Subdue	P	-	2/level	59
Healer	M	-	10/level	90
Healing	M	X	30	59
Hermaphromorph	P	X	5	59
High Manual Dexterity	P	-	5/level	59
High Pain Threshold	P	-	10	59
High TL	M	-	5/level	23
Higher Purpose	M	Sup	5	59
Honest Face	P	-	1	101
Hyperspectral Vision	P	X	25	60
Illuminated	M	Sup	15	60
Improved G-Tolerance	P	-	5 to 25	60
Independent Income	Soc	-	1/level	26
Indomitable	M	-	15	60
Infravision	P	X	0 or 10	60

Advantage	*M/P/Soc*	*X/Sup*	*Cost*	*Page*
Injun Tolerance	*P*	X	Variable	60
Innate Attack	P	X	Variable	61
Insubstantiality	M/P	X	80	62
Intuition	M	_	15	63
Intuitive Mathematician	M	-	5	66
Invisibility	M/P	X	40	63
Jumper	M	Sup	100	64
Language Talent	M	-	10	65
Legal Enforcement Powers	Soc	-	5, 10, or 15	65
Legal Immunity	Soc	-	5 to 20	65
Less Sleep	P	-	2/level	65
Lifting ST	P	X	3/level	65
Lightning Calculator	M	-	*2*	66
Longevity	P	-	*2*	66
Luck	M	_	Variable	66
Magery	M	Sup	5 + 10/level	66
Magic Resistance	M	Sup	2/level	67
Mana Damper	M	Sup	10/level	67
Mana Enhancer	M	Sup	50/le\el	68
Mathematical Ability	M	-	10/level	90
Medium	M	Sup	10	68
Merchant Rank	Soc	-	5 or 10/level	30
Metabolism Control	P	X	5/le\el	68
Microscopic Vision	P	X	5/level	68
Military Rank	Soc	-	5 or 10/level	30
Mimicry	M	X	10	68
Mind Control	M	X	50	68
Mind Probe	M	X	20	69
Mind Reading	M	X	30	69
Mind Shield	M	X	4/level	70
Mindlink	M	Sup	Variable	70
Modular Abilities	M/P	X	Variable	71
Morph	P	X	Variable	84
Musical Ability	M	-	5/level	91
Neutralize	M	X	50	71
Nictitating Membrane	P	X	1/level	71
Night Vision	P	-	1/level	71
No Hangover	P	-	*1*	101
Obscure	P	X	2/ievel	72
Oracle	M	Sup	15	72
Outdoorsman	M	-	10/level	91
Parabolic Hearing	P	X	4/level	72
Patrons	Soc	-	Variable	72
Payload	P	X	1/level	74
Penetrating Vision	P	X	10/level	74
Penetrating Voice	P	-	1	101
Perfect Balance	P	-	15	74
Peripheral Vision	P	-	15	74
Permeation	P	X	Variable	75
Photographic Memory	M	-	10	51
Pitiable	Soc	-	5	22
Plant Empathy	M	-	5	75
Police Rank	Soc	-	5 or 10/level	30
Possession	M	X	100	75
Power Investiture	M	Sup	10/level	77
Precognition	M	Sup	25	77
Pressure Support	P	X	5 to 15	77
Protected Sense	P	X	5/sense	78
Psi Static	M	Sup	30	78
Psychometry	M	Sup	20	78
Puppet	M	X	5 or 10	78
Racial Memory	M	X	15 or 40	78
Radiation Tolerance	P	X	Variable	79
Rank	Soc	-	5 or 10/level	29
Rapid Healing	P	-	5	79
Rapier Wit	M	-	5	79
Reawakened	M	Sup	10	80
Recovery	P	X	10	80
Reduced Consumption	P	-	2/level	80
Regeneration	P	X	Variable	80
Regrowth	P	X	40	80
Religious Rank	Soc	-	5 or 10/level	30
Reputation	Soc	-	Variable	26
Resistant	P	-	Variable	80

Advantage	*M/P/Soc*	*X/Sup*	*Cost*	*Page*
Sanitized Metabolism	P	X	1	101
Scanning Sense	P	X	Variable	81
Sealed	P	X	15	82
Security Clearance	Soc	_	Variable	82
See Invisible	P	X	15	83
Sensitive	M	-	5	51
Sensitive Touch	P	X	10	83
Serendipity	M	-	15/level	83
Shadow Form	P	X	50	83
Shapeshifting	P	X	Variable	83
Shrinking	P	X	5/level	85
Shtick	M/P	-	1	101
Signature Gear	Soc	-	Variable	85
Silence	P	X	5/level	85
Single-Minded	M	_	5	8=
Slippery	P	X	2/le\el	*85*
Smooth Operator	M	-	15/level	91
Snatcher	M	Sup	80	86
Social Chameleon	M	-	5	50
Social Regard	Soc	-	5/level	86
Speak Underwater	P	X	5	87
Speak With Animals	M	X	25	87
Speak With Plants	M	X	15	**87**
Special Rapport	M	Sup	5	**88**
Spines	P	X	1 or 3	88
Spirit Empathy	M	Sup	10	8*
Status	Soc	-	5/level	28
Stretching	P	X	6/level	88
Striker	P	X	5-8	**88**
Striking ST	P	X	5/level	**88**
Subsonic Hearing	P	X	0 or 5	88
Subsonic Speech	P	X	0 or 10	89
Super Climbing	P	X	3/level	89
Super Jump	P	X	10/level	89
Super Luck	M	Sup	100	89
Supernatural Durability	P	Sup	150	89
Talent	M	_	Variable	89
Teeth	P	X	*0, 1, or 2*	91
Telecommunication	M/P	X	Variable	92
Telekinesis	M/P	X	5/level	92
Telescopic Vision	P	X	5/level	*92*
Temperature Control	M/P	X	5/level	*92*
Temperature Tolerance	P	-	I/level	93
Temporal Inertia	M	Sup	15	93
Tenure	Soc	-	5	95
Terrain Adaptation	P	X	0 or 5	93
Terror	M	Sup	30 + 10/level	93
Trained By A Master	M	-	30	93
True Faith	M	Sup	15	94
Tunneling	P	X	30 + 5/level	—
Ultrahearing	P	X	0 or 5	—
Ultrasonic Speech	P	X	0 to 10	94
Ultravision	P	X	0 or 10	94
Unaging	P	X	15	--
Unfazeable	M	_	15	95
Universal Digestion	P	X	5	95
Unkillable	P	X	50 to 150	95
Unusual Background	M	-	Variable	96
Vacuum Support	P	X	5	-
Vampiric Bite	P	X	30 + 5/le\ei	—
Versatile	M	_	5	96
Very Fit	P	_	15	55
Very Rapid Healing	P	-	15	-.
Vibration Sense	P	X	10	96
Visualization	M	**Sup**	10	96
Voice	P	-	10	97
Walk on Air	P	X	20	97
Walk on Liquid	P	X	15	97
Warp	M	Sup	100	97
Wealth	Soc	-	Variable	25
Weapon Master	M	-	Variable	25
Wild Talent	M	Sup	20/level	96
Xeno-Adaptability	M	-	20	40
Zeroed	Soc	-	10	100

DISADVANTAGES

M/P/Soc tells whether a disadvantage is *mental, physical,* or *social.*

X/Sup tells whether a disadvantage is *exotic or supernatural.* A - in this column means it is *mundane.*

If the *cost* of the disadvantage is followed by *, then you must select a self-control number; the cost given is for a self-control number of 12.

Advantage	*M/P/Soc*	*X/Sup*	*Cost*	*Page*
Absent-Mindedness	M	-	-15	122
Acceleration Weakness	P	-	-1	165
Addiction	M/P	-	Variable	122, 164, 165
Alcohol Intolerance	P	-	-I	165
Alcoholism	P	-	-15 or -20	122
Amnesia	M	-	-10 or -25	123
Appearance	P	-	Variable	21
Attentive	M	-	-1	163
Bad Back	P	-	-15 or-25	123
Bad Grip	P	-	-5/level	123
Bad Sight	P	-	-25	123
Bad Smell	P	-	-10	124
Bad Temper	M	-	-10*	124
Berserk	M	-	-10*	124
Bestial	M	X	-10 or-15	124
Blindness	P	-	-50	124
Bloodlust	M	-	-10*	125
Bowlegged	P	-	-1	165
Broad-Minded	M	-	-1	163
Bully	M	-	-10*	125
Callous	M	-	-5	125
Cannot Float	P	-	-1	165
Cannot Learn	M	-	-30	125
Cannot Speak	P	-	-15	125
Careful	M	-	-1	163
Charitable	M	-	-15*	125
Chauvinistic	M	-	-I	163
Chronic Depression	M	-	-15*	126
Chronic Pain	P	-	Variable	126
Chummy	M	-	-5	126
Clueless	M	-	-10	126
Code of Honor	M	-	-l or -5 to -15	127, 163
Cold-Blooded	P	X	-5 or-10	127
Colorblindness	P	-	-10	127
Combat Paralysis	P	-	-15	127
Compulsive Behavior	M	-	-5 to -15*	128
Confused	M	-	-10*	129
Congenial	M	-	-I	164
Cowardice	M	-	-10*	129
Curious	M	-	-5*	129
Cursed	M	Sup	-75	129
Deafness	P	-	-20	129
Debt	Soc	-	-1/level	26
Decreased Time Rate	M	X	-100	129
Delusions	M	-	-1 or -5 to -15	130, 164
Dependency	P	X	Variable	130
Dependents	Soc	-	Variable	131
Destiny	M	Sup	Variable	131
Disciplines of Faith	***M***	-	-5 to -15	132
Dislikes	***M***	-	***-1***	164
Distinctive Features	P	-	-1	165
Distractible	M	-	-1	164
Disturbing Voice	P	-	-10	132
Divine Curse	M	Sup	Variable	132
Draining	P	Sup	Variable	132
Dread	M	Sup	Variable	132
Dreamer	M	-	-1	164
Dull	M	-	-1	164
Duty	Soc	-	Variable	133
Dwarfism	P	-	-15	19
Dyslexia	M	-	-10	134
Easy to Kill	P	-	-2/level	134
Easy to Read	M	-	-10	134
Electrical	?	X	-20	134

Advantage	*M/P/Soc*	*X/Sup*	*Cost*	*Page*
Enemies	Soc	-	Variable	135
Epilepsy	P	-	-30	136
Extra Sleep	P	-	-2/level	136
Fanaticism	M	-	-15	136
Fat	P	-	-3	19
Fearfulness	M	-	-2/level	136
Flashbacks	M	-	Variable	136
Fragile	P	X	Variable	136
Frightens Animals	M	Sup	-10	137
G-Intolerance	P	-	-10 or-20	137
Gigantism	P	-	0	20
Gluttony	M	-	-5*	137
Greed	M	-	-15*	137
Gregarious	M	-	-10	126
Guilt Complex	M	-	-5	137
Gullibility	M	-	-10*	137
Habits or Expressions	M	-	-1	164
Ham-Fisted	P	-	-5 or -10	138
Hard of Hearing	P	-	-10	138
Hemophilia	P	-	-30	138
Hidebound	M	-	-5	138
Honesty	M	-	-10*	138
Horizontal	P	X	-10	139
Horrible Hangovers	P	-	-1	165
Humble	M	-	-1	164
Hunchback	P	-	-10	139
Imaginative	M	-	-I	164
Impulsiveness	M	-	-10*	139
Incompetence	M	-	-1	164
Increased Consumption	P	-	-10/level	139
Increased Life Support	P	X	Variable	139
Incurious	M	-	-5*	140
Indecisive	M	-	-10*	140
Infectious Attack	P	Sup	-5	140
Innumerate	M	-	-5	140
Insomniac	P	-	-10 or -15	140
Intolerance	M	-	Variable	140
Invertebrate	P	X	-20	140
Jealousy	M	-	-10	140
Killjoy	P	-	-15	140
Kleptomania	M	-	45*	141
Klutz	P	-	-5	141
Lame	P	-	-10 to -30	141
Laziness	M	-	-10	142
Lecherousness	*M*	-	*-15**	142
Lifebane	M	Sup	-10	142
Light Sleeper	P	-	-5	142
Likes	M	-	-1	164
Loner	***M***	-	-5*	*142*
Low Empathy	***M***	-	***-20***	*142*
Low Pain Threshold	P	-	-10	142
Low Self-image	M	-	-10	143
Low TL	M	-	-5/level	22
Lunacy	M	-	-10	143
Magic Susceptibility	M	Sup	-3/level	143
Maintenance	P	-	Variable	143
Manic-Depressive	M	-	-20	143
Megalomania	M	-	-10	144
Minor Handicaps	P	-	-1	165
Miserliness	M	-	-10*	144
Missing Digit	P	-	-2 or -5	144
Mistaken identity	P	-	-5	21
Motion Sickness	P	-	-10	144
Mundane Background	M	-	-10	144

Advantage	M/P/Soc	X/Sup	Cost	Page
Mute	P	–	-25	125
Nervous Stomach	P	-	-1	165
Neurological Disorder	P	-	Variable	144
Neutered	P	-	-1	165
Night Blindness	P	-	-10	144
Nightmares	M	-	-5*	144
No Depth Perception	P	-	-15	145
No Fine Manipulators	P	X	-30	145
No Legs	P	X	Variable	145
No Manipulators	P	X	-50	145
No Sense of Humor	M	-	-10	146
No Sense of Smell/Taste	P	_	-5	146
Nocturnal	P	X	-20	146
Noisy	P	-	-2/level	146
Non-Iconographic	M	-	-10	146
Nosy	M	-	-1	164
Numb	P	-	-20	146
Oblivious	M	_	-5	146
Obsession	M	_	-1, -5, or -10*	146, 164
Odious Personal Habits	M	–	-5,-10, or -15	22
On the Edge	M	-	-15*	146
One Arm	P	-	-20	147
One Eye	P	-	-15	147
One Hand	P	-	-15	147
Overconfidence	M	-	-5*	148
Overweight	P	-	-1	19
Pacifism	M	-	Variable	148
Paranoia	M	-	-10	148
Personality Change	M	-	-1	164
Phantom Voices	M	-	-5 to -15	148
Phobias	M	-	Variable*	148
Post-Combat Shakes	M	-	-5*	150
Proud	M	-	-1	164
Pyromania	M	-	-5*	150
Quadriplegic	P	-	-80	150
Reprogrammable	M	X	-10	150
Reputation	Soc	-	Variable	26
Responsive	M	-	-1	164
Restricted Diet	P	-	-10 to -40	151
Restricted Vision	P	-	-15 or -30	151
Revulsion	P	Sup	-5 to -15	151
Sadism	M	-	-15*	152
Secret	Soc	_	-5 to -30	152
Secret Identity	Soc	-	Variable	153
Self-Destruct	P	X	-10	153
Selfish	M	-	-5*	153
Selfless	M	-	-5*	153
Semi-Upright	P	X	-5	153
Sense of Duty	M	-	-2 to -20	153
Sexless	P	X	-1	165

Advantage	M/P/Soc	X/Sup	Cost	Page
Shadow Form	P	X	-20	153
Short Attention Span	M	-	-10*	153
Short Lifespan	P	X	-10/level	154
Shyness	M	-	-5,-10, or -20	154
Skinny	P	-	-5	18
Slave Mentality	M	-	-40	154
Sleepwalker	M	-	-5*	154
Sleepy	P	X	Variable	154
Slow Eater	P	X	-10	155
Slow Healing	P	-	-5/level	155
Slow Riser	P	-	-5	155
Social Disease	P	-	-5	155
Social Stigma	Soc	-	-5 to -20	155
Space Sickness	P	-	-10	156
Split Personality	M	-	-15*	156
Squeamish	M	-	-10*	156
Staid	M	-	-1	164
Status	Soc	-	-5/level	28
Stress Atavism	M	X	Variable*	156
Stubbornness	M	_	-5	157
Stuttering	P	-	-10	157
Supernatural Features	P	Sup	Variable	157
Supersensitive	M	Sup	-15	158
Susceptible	P	-	Variable	158
Terminally Ill	P	-	-50, -75, or -100	158
Timesickness	P	-	-10	158
Total Klutz	P	-	-15	141
Trademark	M	-	-1 or -5 to -15	159, 164
Trickster	M	-	-15*	159
Truthfulness	M	-	-5*	159
Uncongenial	M	-	-1	165
Uncontrollable Appetite	M	Sup	-15*	159
Unfit	P	-	-5	160
Unhealing	P	X	-20 or -30	160
Unique	M	Sup	-5	160
Unluckiness	M	-	-10	160
Unnatural Features	P	-	Variable	22
Unusual Biochemistry	P	X	-5	160
Very Fat	P	-	-5	19
Very Unfit	P	-	-15	160
Vow-	M	-	-1 or -5 to -15	160, 165
Vulnerability	P	X	Variable	161
Weak Bite	P	X	-2	161
Weakness	P	X	Variable	161
Wealth	Soc	-	Variable	25
Weirdness Magnet	M	Sup	-15	161
Workaholic	M	-	-5	162
Wounded	P	-	-5	162
Xenophilia	M	-	-10*	163

MODIFIERS

The following modifiers are generally applicable to advantages and disadvantages. Many traits have their own special modifiers as well; consult the specific trait description for details. Under Type, an attack modifier (see p. 102) is denoted by A; a gadget limitation (see p. 116} is denoted by G. A - means it is neither.

ENHANCEMENTS

Name	Type	Value	Page
Accurate	A	+5%/level	102
Affects Insubstantial	-	+20%	102
Affects Substantial	_	+40%	102
Area Effect	A	+50%/level	102
Armor Divisor	A	Variable	102
Aura	A	+80%	102
Based on (Different Attribute)	A	+20%	102
Blood Agent	A	+100%	102
Cone	A	Variable	103
Contact Agent	A	+150%	103
Cosmic	_	Variable	103

Name	Type	Value	Page
Cyclic	A	Variable	103
Damage Modifiers	A	Variable	104
Delay	A	Variable	105
Double Blunt Trauma (dbt)	A	+20%	104
Double Knockback (dkb)	A	+20%	104
Drifting	A	+20%	105
Explosion (exp)	A	+50%/level	104
Extended Duration	-	Variable	105
Follow-Up	A	Variable	105
Fragmentation (frag)	A	+5%/die	104
Guided	A	+50%	105
Hazard	A	Variable	104

Name	Type	Value	Page
Homing	A	Variable	105
Incendiary (inc)	A	+ 10%	105
Increased Range	-	+10%/level	106
Jet	A	+0%	106
Link	-	+10% or +20%	106
Low Signature	A	+10%	106
Malediction	A	Variable	106
Mobile	A	+40%/level	107
No Signature	A	+20%	106
Overhead	A	+30%	107
Persistent	A	+40%	107
Radiation (rad)	A	+25% or +100%	105
Ranged	-	+40%	107
Rapid Fire	A	Variable	108
Reduced Fatigue Cost	-	+20%/level	108
Reduced Time	-	+20%/!evel	108
Respiratory Agent	A	+50%	108
Selective Area	A	+20%	108
Selectivity	-	+ 10%	108
Sense-Based	A	Variable	109
Side Effect	A	Variable	109
Surge (sur)	A	+20%	105
Symptoms	A	Variable	109
Underwater	A	+20%	109
Variable	A	+5%	109
Wall	A	+30% or +60%	109

LIMITATIONS

Name	Type	Value	Page
Accessibility	–	Variable	110
Always On	–	Variable	110
Armor Divisor	A	Variable	110
Blood Agent	A	-40%	no
Bombardment	A	Variable	111
Breakable	G	Variable	117
Can Be Stolen	G	Variable	117
Contact Agent	A	-30%	111
Costs Fatigue	-	Variable	111
Damage Limitations	A	Variable	111
Dissipation	A	-50%	112
Emanation	A	-20%	112
Emergencies Only	-	-30%	112
Extra Recoil	A	-10%/level	112
Full Power in Emergencies Only	_	-20%	112
Inaccurate	A	-5%/level	112
Limited Use	_	Variable	112
Melee Attack	A	Variable	112
Mitigator	_	Variable	112
No Blunt Trauma (nbt)	A	-20%	111
No Knockback (nkb)	A	-10%	111
No Wounding (nw)	A	-50%	111
Nuisance Effect	_	Variable	112
Onset	A	Variable	113
Pact	_	Variable	113
Preparation Required	-	Variable	114
Reduced Range	_	-10%/level	115
Resistible	A	Variable	115
Sense-Based	A	Variable	115
Takes Extra Time	_	-10%/level	115
Takes Recharge	-	Variable	115
Temporary Disadvantage	-	Variable	115
Trigger	-	Variable	115
Unconscious Only	-	-20%	115
Uncontrollable	-	-10% or -30%	116
Unique	G	-25%	117
Unreliable	_	Variable	116
Untrainable	–	-40%	116

SKILLS

Difficulty is E for Easy, A for Average, H for Hard, or VH for Very Hard.
Defaults marked with * either do not always apply or vary in special circumstances; see the entry in the main text.
Skills marked with † *require* specialization.

Skill	Attr	Diff	Defaults	Page
Accounting	IQ	H	IQ-6, Finance-4, Mathematics (Statistics)-5, Merchant-5	174
Acrobatics	DX	H	DX-6	174
Acting	IQ	A	IQ-5, Performance-2, Public Speaking-5	174
Administration	IQ	A	IQ-5, Merchant-3	174
Aerobatics	DX	H	DX-6	174
Airshipman/TL	IQ	E	IQ-4	185
Alchemy/TL	IQ	VH	None	174
Animal Handling†	IQ	A	IQ-5	175
Anthropology†	IQ	H	IQ-6, Paleontology (Paleoanthropology)-2, Sociology-3	175
Aquabatics	DX	H	DX-6	174
Archaeology	IQ	H	IQ-6	176
Architecture/TL	IQ	A	IQ-5, Engineer (Civil)-4	176
Area Knowledge†	IQ	E	IQ-4, Geography (Regional)-3*	176
Armoury/TL	IQ	A	IQ-5, Engineer (same)-4	178
Artillery/TL†	IQ	A	IQ-5	178
Artist!"	IQ	H	IQ-6	179
Astronomy/TL	IQ	H	IQ-6	179
Autohypnosis	Will	H	Meditation-4	179
Axe/Mace	DX	A	Flail-4, Two-Handed A\e/Mace-3	208
Battlesuit/TL	DX	A	DX-5. Diving Suit-4, NBC Suit-2, Vacc Suit-2	192
Beam Weapons/TL†	DX	E	DX-4	179
Bicycling	DX	E	DX-4, Driving (Motorcycle)-4	180
Bioengineering/TL†	IQ	H	Biology-5	180
Biology/TL!	IQ	VH	IQ-6, Naturalist-6	180
Blind Fighting	Per	VH	None	180
Blowpipe	DX	H	DX-6	180
Boating/TL†	DX	A	DX-5, IQ-5	180
Body Control	HT	VH	None	181
Body Language	Per	A	Detect Lies-4, Psychology-4	181
Body Sense	DX	H	DX-6, Acrobatics-3	181
Bolas	DX	A	None	181
Bow	DX	A	DX-5	182
Boxing	DX	A	None	182
Brain Hacking/TL	IQ	H	Special	182
Brainwashing/TL	IQ	H	Special	182
Brawling	DX	E	None	182
Breaking Blow	IQ	H	None	182
Breath Control	HT	H	None	182
Broadsword	DX	A	Force Sword-4, Rapier-4, Saber-4, Shortsword-2, Two-Handed Sword-4	208
Camouflage	IQ	E	IQ-4, Survival-2	183
Captivate	Will	H	None	191
Carousing	HT	E	HT-4	183
Carpentry	IQ	E	IQ-4	183
Cartography/TL	IQ	A	IQ-5, Geography (anv)-2, Mathematics (Surveying)-2, Navigation (anv)-4	183