



Alertness Alertness determines your awareness and ability to notice small things such as noises or shadows out of place the higher your alertness the better your chances

Athletics Athletics Assists the character in a number of ways a character may choose to add his/her Athletics roll to any roll requiring Physical exertion such as melee combat fleeing or dodging

Brawl Brawl determines your ability to fight with no weapons the higher the level here the easier you can strike bear handed ((Add the number of levels in this skill to your dex during combat))

Dodge Dodge determines your ability to avoid being hit the higher the number in this skill the better you are ((Add the number of levels in this skill to your dex during combat))

Empathy while every one has the ability to detect the presance of the supernatural yours is more finely honed and those with this unusual are better able to detect the creatures of the night . This skill determines your sencibility to the super natural the higher the level in this special and unique ability the sooner and more often you detect creatures of the dark

Leadership This trait allows you to gather people to you the higher the level in this skill plus your charisma the more NPC's you can gather to you and command

Streetwise this ability determines your knowladge of the area around you those with high streetwise can find anything they seek and often hear of things well in advance of the other people in a group streetwise can be combined with your stealth skill to improve your chances of either tracking fleeing, or hiding from monsters

Swim This skill determines how well you manuver and fight in the water unless you have at least one level in this skill you are UNABLE to enter water deep enough that you cannot reach the bottom without submerging

Throw This skill determines your ability to use thrown weapons like rock shirukans or knives without this skill any attempt to hit a target with a thrown object is 10 % harder than normal

Drive this skill is pretty obvious this skill allows you to drive a vehicle unless you have at least one dot in this skill you cannot drive a car or anything else

Firearms This skill determines your ability to use a gun without this skill anything short of random firing is impossible and 20% likely to cause you or your allies injuries

Melee This skill Determines your ability to use close combat weaponry such as a knife or club or sword the higher the level in this skill the better your chance to hit ((Add the number of levels in this skill to your dex during combat))

Repair This ability allows you to fix many things the higher the level the more likely you are to repair the intended item this skill can be combined with engineering or science to improve your chances

Security This skill determines how well you can set defences and traps for monsters the higher the skill the better the defence in a given location

Stealth this skill determines how well you can keep from being noticed without this skill you are easy for anything to spot even when trying to hide

Survival this skill determines how well you handle the constant search for food and the fighting or fleeing of monsters this skill can be combined with with streetwise brawl dodge or anything where ones need to survive would be driving the character on

Archery While somewhat archaic this skill is still a suprisingly helpful one to have those with it can use



anything that is similar to a bow and arrow or slingshot type weapon the higher the skill the more accurate you are

Climb this skill is obvious just like swim those with this skill can climb to hard to reach spots though this skill only helps with inclines greater than 45 % being able to escape up a vertical 90% edge is still handy

Medicine As you would think Medicine determines your ability to heal either yourself or others without this skill any attempts to assist the injured are 50% likely to worsen the injury but the higher the skill the better your chance to heal

Science This skill determines your character's knowledge of general science this ability can be combined with any skill involving intelligence such as repair chemistry or engineering But Not electronics

Biology this skill determines your knowledge of the biological functions and structures of living ((and dead)) creatures with this skill you can improve your chances to heal or use it's knowledge to strike at particularly vulnerable spots on enemies you may add 2 points per level to your damage when fighting or two points to your healing when aiding((needs to be combined with occult when used against anything OTHER than Zombies))

Chemistry This skill determines your ability to create formulae , tonics , gasses flammables and toxins With it you can create formulas for healing or weapons like napalm

Occult this determines your knowledge of Monsters with it a person can either specialize in a certain creature or learn how to harm many easier for every level in this skill a character inflicts one more point of damage due to his knowing where to strike when combined with biology this damage increases to two points...one per level in each skill

Electronics This skill determines the character's ability to work with electrical systems with it he can work computers make traps or weapons like tazers or even devices that can track and locate creatures ((like infra red goggles)) this skill improves your chances to succeed when combined with science or engineering

Engineering This skill determines your character's skill at building things..like cars gadgets or even weapons without this skill any attempt to build something complicated like a gun is doomed to fail

History Though this skill seems useless it too can be helpful with high history a character can possibly remember legends on certain creatures or beings that they encounter possibly learning their weakness whenever a new creature is encountered a character can may make a roll to see if they know anything about the creature ..the better the score the more they remember((can be combined with occult to learn little known tidbits about them..like how to CURE Werewolves))

Mathematics Like Science this is a booster skill with it a player can increase their chances of succeeding at engineering or electronics But Not chemistry

Advantages

Willpower - this advantage determines your ability to focus your mind into a force under certain conditions you will be able to burn temporary willpower to achieve an automatic success ((your starting wisdom is equal to your Wisdom rating

Sanity - this advantage is obvious it determines your character's mental stability in the face of unholy and unexplained horror at certain times you will be allowed to burn sanity to resist the mind shattering reality of the world around you and keep your head ... quite often literally ... in tough situations ((your Starting Sanity is equal to your Intelligence))

WFL!

Faith - this advantage does not necessarily have to do with religion ... it is in fact your players belief in his reason for being ... at several times when all else fails your character can call upon his last hope ... his faith ... faith can be burned to dispell illusions or force your body to perform miraculous feats such as calling upon the power hidden in a mystic relic as your faith grows the power you will develop will also grow ((your starting Faith is equal to your Spirit))

Luck - lets face it if your alive in these dark times your either incredibly lucky or horribly unfortunate... the jury is still out on that one either way your luck plays a great roll in your survival... but luck is a fickle thing and just as likely to put a foot out and trip you as you run for your life as it is to swing your way in this dark world all players start with 3 permanent and temp luck now and then you will be asked to make a luck roll you use your permanent Luck pool as your roll ... you can also burn temp luck to gain a reroll ((only one roll maybe redone per point burned)) to gain luck you must risk it ((you "bet x amount of luck in a specific risky action if you succeed you keep your temp luck bet and gain as many new points as were gambled... if you fail you loose all points bet)) once you reach 10 temp luck you can cash in for a permanent point your temp pool is reduced to one as you start the long climb over again

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